

MM MYTHOLOGIES: KILLER BEAT 'EM UP OR JUST BEAT UP?

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DECEMBER '97

ISSUE #104



JET MOTO 2



BURNING RANGERS

ULTRA gameplayers

WINNING IS EVERYTHING!

DIDDY KONG RACING

Better than Mario Kart?
First review inside!

FIRST LOOK AT:
ZELDA 64
CRIME KILLER
MEGA MAN NEO
METAL GEAR SOLID
NBA LIVE '98

CRASH 2
Game of the year?

Reviewed: *Hexen 2*,
Extreme G, *Colony Wars*,
Nightmare Creatures,
Jet Moto 2 and more!

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DIDDY KONG RACING

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BURNING RANGERS



Burning Rangers

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Issue 104

December '97

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Crash Bandicoot 2

Mega Man Neo

Speed Power Gunbike

ZELDA 64



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YOSHI'S STORY



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JEDI KNIGHT



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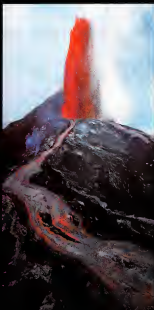
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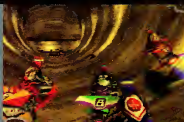


C h o o s e y o u r



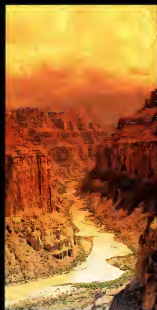
With ten treacherous new tracks, Jet Moto 2 isn't just a more intense, all-terrain racing game, it's a virtual graveyard. This time, you'll race through molten lava, splash down a waterfall and even maneuver your way over a broken-down roller coaster. You'll feel every bump,

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you'll catch more air, you'll even nail 360-degree corkscrews. Plus, you can challenge a friend on the two-player split screen. All you need is a PlayStation® and a death wish. Because if you're lucky, you'll reach the checkered flag. Or you'll die trying.

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WELCOME TO UGP 104



Heh, heh, heh... Frank is back in Scotland, cloning sheep, no doubt, and the lunatics are in charge of the asylum! But that doesn't mean we're gonna slack off on our great game coverage. No sir! This month, we've

got *Burning Rangers*, *F-Zero 64*, *Jedi Knight* and *Extreme G*, just to name a few of the hot titles we're covering. So, until Frank gets back from the Haggis Festival, just stay perfectly calm. After all, I'm in control now and, except for those rare moments when I tend to get just a little, uh... crazy, everything should be just fine. Trust me... Heh, heh, heh... >>> **BILL**

frank o'connor

foconnor@ultragp.com
Editor Frank O'Connor has gone back to Scotland for a quick visit and promises to bring back some haggis for us all. 'And if there's a magazine to come back to, so much the better!' says Frank.

roger burchill

rburchill@ultragp.com
Reviews Editor Roger Burchill is really missing Frank's musical taste while he's gone. 'Frank plays this hellish bagpipe tape all day. There's just something about that loud wailing that drives me crazy!', quips Roger.

mike salmon

msalmon@ultragp.com
Senior Editor Mike Salmon gets to change around all the ads and reviews on the flat-plan while Frank is gone. 'He's a dead man!', vows Mike. 'Frank doesn't know it yet, but he's a dead man!'

francesca reyes

freyes@ultragp.com
Associate Editor Francesca Reyes is using Frank's absence to take a much needed rest! 'Hi I hear one more line about how virile and manly the Scots are, I'm gonna barf, says Fran. 'Hell, they all wear skirts!'

bill donohue

bdonohue@ultragp.com
Managing Editor Bill Donohue is in control while Frank is on leave. 'No problemo!', says Bill. 'I just hope we all get to go on a long trip, because as acting Editor, I get to fly the plane! No, really, that's what I heard!'

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ON THE DISC

No matter how good a videogame magazine may be, there are some things that you just can't get from print. We can show you the pictures of the games, but it's impossible for us to let you play the game for yourself, or even see the game in motion. Enter the **ULTRA gameplayers Disc Edition**. On the disc, which works with both Apple Macintosh and PC compatibles, you'll find movies of all the newest, hottest console games, as well as playable demos of the biggest PC and Mac titles.



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SCREENSAVERS

UGP brings you five FREE screen savers. Decorate your desktop with *Hexen II*, *Blade Runner*, *Ultra Game Players Covers*, *Resident Evil*, and *VS*.



Bladerunner

UGP covers

Resident Evil 2

SCREENSAVERS

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mac previews

battlegirl

Vector graphics never looked so good in this hip futuristic game from Ultra/United.

bonkheads deluxe

Those wild and crazy Bonkheads are back in this sequel to A Mac classic!

macquake

Nuff said. Woohoo!!!

galapagos

Save the little nano-creature thingy from the evil techno overlords.

postal

You go postal with napalm, rocket launchers, machine guns and shot guns in this ultra violent, ultra bloody top down shooter.

pc previews

g-police

Psychosis fantastic futuristic police flying sim hits the PC.

hexen II

Gothic Quake with Paladins, Sorcerers and Demons... Oh Yeah!

virtua fighter II

Sega's awesome fighting game on your PC... Who needs arcades?

worms 2

The sequel to the classic turn-based, ballistic Worms game. A must play.

postal

You go postal with napalm, rocket launchers, machine guns and shot guns in this ultra-violent, ultra-bloody top down shooter.

bootcamp

Start kicking ass in *Street Fighter EX Plus Alpha*! We got more moves than your mama knows! And she knows a lot... Learn the final atomic blast or the Skull Dream. Our expert players demonstrate the moves that only the pros know! Learn with us, grasshopper!



Battlegirl1

Macquake

Hexen II

DEMOS FEATURED THIS MONTH

<http://www.ultragp.com>

installation

macintosh installation:

1. Insert the ULTRA disc into your CD-ROM drive.
2. Double-click on the ULTRA icon.
3. Choose your computer platform. Start68K for 680xx machines, StartPPC for Power PC machines.
4. You're on your way to gaming heaven.

pc installation:

1. Insert the ULTRA disc into your CD-ROM drive.
2. Open 'My Computer'.
3. Double-click on your CD-ROM drive; usually noted as Drive D.
4. Double-click on 'Start95.'
5. Now experience the glory of demos and movies a go-go!

videogame movies

Why settle for just still screens when you can see the games in action for yourself? Just take a look at this month's hit list:

Bombberman 64 • Diddy Kong Racing N64 Faceoff • GTR '98 • Moto Racer Nightmare Creatures • Pga Tour '98 Pitfall 3D • Shadow Master • Skullmonkeys • Jet Moto 2 • Bust A Move 3 • Duke Nukem • Crash 2 • Red Asphalt • Cool Boarders 2

code crypt

Who says we don't care about our readers? This month, we've got the secrets of *Goldeneye* revealed!

- Find out how to get your greedy mits on the Golden Gun.
- A hidden RCP for maximum 007 damage.
- A shortcut to find JAWS!!!!

demos:

bombberman 64



Bomb's away in the new N64 version of Bombberman! Now gimme my gloves!

shadow master



Creepy fun in this hot, new shooter from Psychosis.

pitfall ad



Pitfall Harry is back in an all new adventure. But no barrel jumping here!

crash 2

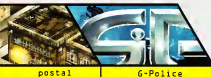


The jumping, running bandicoot is back in a knock out sequel.

skull monkeys



Cool graphics and platforming fun that's hard to beat!



postal

G-Police

PARAPPA'S CREATORS

SPEAKS

Parappa The Rapper

NEW RAP MEGASTAR GIVES PROPS TO TUPAC AND NOTORIOUS B.I.G.



Recently, ULTRA Game Players had a chance to sit in on a videogame industry press Q&A session with the creators of *Parappa the Rapper*. Sony Computer Entertainment Producer Masaya Matsuura is the game's creator and created most of the music in the game, while his collaborative partner, Rodney Greenblatt, is the artist who gave the game its memorable characters and innovative look. Here's what they had to say on the whole *Parappa* phenomenon and their plans for *Parappa* in the future.

Q: How did you have this vision [of *Parappa*] and put the project together?

MM: I started with my music—composing on the computer. And sometimes I would get frustrated.

Always the same screen, always the same connection, always the same sound, and I wanted to change my [method of] expression to more than just music. So I started to create music software for PC. One day, I started putting various kinds of music into my computer and I found out that Rap music was very fun to play on the computer. Then I realized that this could be a game.

Q: Why did you select Rodney Greenblatt for *Parappa*? Was he already known in Japan or did you see some of his other works?

MM: Actually, he probably wasn't well known in Japan at that time. But I came to New York several times for recording sessions and I always went to book shops and found one of Rodney's children's books. And when I returned to Japan, I found another of Rodney's projects called *Wonder Window*. And I thought, "Oh! Rodney! He did a computer game." I discovered that Rodney wasn't just an illustrator, but had a computer career as well.

Q: Where did the *Parappa* character come from? How was the decision made that he would be a dog? Was he a pre-existing character?

RG: Not really. I think Matsuura had the personality [of *Parappa*]. The first thing he did was kind of describe this character's personality to me and I came up with all kinds of drawings. I didn't really know where to start! I just sort of drew all kinds of creatures. And then pretty soon we began to close in on a dog image. He went through a lot of changes before he became what he is. But it was definitely a collaborative process.

Q: So from there I guess the extended family just came as... I mean you've got an onion head man there!

RG: (Laughs) Well, part of his family is from my Rodney Fun product line. Like Sunny, the flower character, she's actually part of my initial licensing thing. But we thought she went well with the game as the girlfriend of *Parappa*. Then, they needed all the masters. Each level has a master and they had ideas of what the masters would be. In fact, they had the ideas for the specific animals, or definitely the personalities. So it was just kind of like "fill the drawings to the personalities".

Q: The real question is where did you get the concept for *Parappa*? Where did that image come from?

MM: Basically, as I said, I wanted Rap music in a game, but I didn't want to make it [the game] exactly like the Hip Hop world. Because I feel it's a little closed and I wanted to make more of a part for all kinds of people—a game all people can play.

RG: Yeah, originally when I heard the idea, I thought it would be difficult to make a Rap game. Because Rap is an inner city thing, I thought it would be difficult to make a funny experience. You know, is my art really suited for Rap? But then, when I sort of started to get the idea of what they wanted to do, like the Hip Hop world was going to be a Rodney world. You know, a crazy, "anything can happen" sort of world. Then, the light bulbs started to turn on. When I heard some of the music... The first tests we did with the music was just so inspiring to me. The music's very original, it isn't just like canned Rap music. It's great. It's great original stuff. It's what made it.

Q: *Parappa* has sold about 650,000 units in Japan. Rodney, how has that changed your life?

RG: Of course, it's exciting to have a hit product. I mean it's really unusual. I mean for an artist, it's not the usual kind of thing. It's turned into a big mass market thing. You can make a lot of money doing this. It wasn't really a part of my plan. I thought it was going to be fun and I've done a lot of projects on CD-ROMs that sell, but this is a whole different world. I mean, I'm not used to this kind of success. (Laughs) But for him [Matsuura], he's a big pop star!

MM: No, no, no. For me, it's very strange. Just five days



The creative superstars behind *Parappa* say "Cheese" and smile for the ULTRA Game Players camera.

ago, I was in Berlin, yesterday I was in London, and now I'm in New York—all for *Parappa*'s promotion. This kind of situation is very strange for me—an old Japanese musician.

Q: *Parappa* obviously seems to appeal to a wide range of audience types. Young kids, adults, women, etc. Was there a specific target audience you were going for when you decided to create the game?

MM: I thought my target was the child's market. But as the game developed, many things changed that perception.

RG: Well, I'm really terrible at this. I always figure different target markets, but in the end, I always discover the target market is me. If I like it, that's all I need, really. It's really

TOPICS

hard for me to even work that way. I wish I could, it'd be a lot easier on the people I work for. But I think that's what we attempted, we wanted to make a kids game. We had the feeling it wasn't going to be violent, it wasn't going to have any adult themes in it at all, it was going to be a safe thing for little kids. It sometimes could have been boring, but I didn't have that feeling. I thought it was going to be fun.

Q: The game has been very successful with the women's market [in Japan]. The 'Girl Games' market has always been something that companies have tried to tap with little success. What do you feel is the appeal that *Parappa* has with that market segment?

RG: I don't know if we really had a theory about this. The game is about fun. It doesn't have any male or female themes in it. So many videogames start out with male themes. Maybe that's one thing that has kept women away. But it is really cute playing, it is really pretty. Maybe that attracts someone who normally wouldn't pick up a videogame. There's no demons blasting each other on the cover.

Q: Well, the flip side of that is that you've managed to make it cute without alienating male players.

RG: Yeah, it's kind of amazing. We'll see what happens in the U.S.

Q: *Parappa* has been so successful, can we plan on seeing some other new products from you?

MM: Um, sure. (Laughs)

Q: Are we going to see more of the same, or anything new?

MM: You know, *Parappa* is a big success. In Japan, the sequel always depends much on the original. But I will be free of this, because when we started *Parappa*, we had nothing. So that kind of situation turned out good.

RG: Yeah, so the next *Parappa* might be quite different. It could be very different. But that's part of the fun of it. If we just make a copy, you'll all know. But we're going to make something that they won't know what it is again.

Q: Can you give us any hints about what's going to be in *Parappa 2*?

MM: Tomorrow, we will discuss that. (Laughs)



Parappa will soon be a fixture on TV screens all across the nation.



Wear one of these Parappa hats on the street and you'll get a drive by from Mr. Olson.



Froggy was initially one of the prime suspects in the Tupac affair.



MARIO BIGGER THAN CAGE AND TRAVOLTA

THIS IS WHY PLUMBERS ARE SO EXPENSIVE

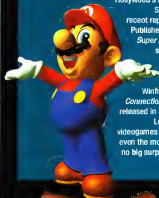
Nintendo announced that the revenues generated by *Mario 64* have exceeded that of most of this summer's biggest blockbuster movies.

Nintendo claims nearly 2.5 million units of *Super Mario 64* have sold to date in North America, representing approximately \$150 million in revenue. The figure for just this one title alone is comparable to gross amounts generated by some of the leading summer blockbuster movies including *My Best Friend's Wedding* (\$121.7 million), *Face/Off* (\$110.6 million) and *Batman & Robin* (\$107.3 million). To put it another way, Mario should be earning more money than Clooney, Travolta, Cage, O'Donnell or any other of

Hollywood's leading men this summer.

Similarly, according to the recent reports provided by Publishers Weekly, unit sales of *Super Mario 64* exceed unit sales numbers for the top 15 1996 US nonfiction bestsellers, including the No. 1 seller, Oprah Winfrey's *Make the Connection*, which also was released in September 1996.

Looks like some videogames are more popular than even the most popular books (that's no big surprise to us...).



What's next for these two Hollywood has-beens? Rumor is they'll be going into the plumbing business...

NEWS FEED

3Dx has officially filed a lawsuit against Sega and new Dual hardware partner, NEC. 3Dx is claiming there was a breach of contract in its termination from the project. 'Sega terminated our contract without justification,' said Greg Ballard, president and CEO of 3Dx. 'We lived up to all of our commitments, yet they terminated the agreement. It's a clear breach of contract.'

We believe Sega and NEC clearly acted improperly and we took the action we needed to respond.' • Sierra will be releasing an expansion pack for Blizzard's massively popular *Diablo*. The new expansion will allow players to use their existing characters and items in a new world of monsters and quests. It is expected to be available by Christmas. • Sony has finally

officially captured *Tomb Raider 2* as a console exclusive. The deal was formally announced by both Eidos and Sony in early October. • Lucas Arts is working on a new graphic adventure made by the creator of *Full Throttle*. The new game, entitled *Grim Fandango*, has been inspired by Mexican folklore. • *Riven*, the sequel to *Myst*, will be published on consoles by Acclaim when

continued on pg. 18



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THE GALAXY IS FAR, FAR AWAY.
THE FIGHTING IS
UP CLOSE AND PERSONAL.



OPTIONS

RATING KEY

- PREMIUM ★★ ★
- STANDARD ★ ★
- DEFICIENT ★

- RATING: ★★ ★
- PRODUCT: DVD PC Entertainment Solution
- COMPANY: Hi-Vai
- SYSTEM: PC
- PRICE: \$489

Hi-Vai's first entry into the DVD market is a very impressive one indeed. The DVD package offered comes with an excellent new WaveLink System that allows users to watch DVD titles on their TVs, a PCI decoder board for DVD playback on the PC, a Toshiba DVD drive, and six DVD titles which include games and movies.

Though the price of this system may be steep, high-end users will find installing the drive and PCI board a snap. The actual DVD playback is incredibly rich with a sharp picture and high saturation of colors represented. The WaveLink system also works superb, displaying nothing but crispness on the TV screen.

If you're looking for an all in one DVD

solution, this is the way to go. The only negative we found with the drive is that it can't read CD-R format, but it will play regular CDs at 8x speed.



Here's the complete package for those ready to move into the DVD Age!

- RATING: ★ ★
- PRODUCT: NASCAR Pro Racing Wheel
- COMPANY: Thrustmaster
- SYSTEM: PC
- PRICE: \$129.95

First off, it's a no-brainer that this wheel works with *NASCAR II* and *Indy Car*. And while the steering wheel worked competently with games like *Need For Speed* and *Interstate '76*, we couldn't get the game to work with games like *Pod* and *Moto Racer*. Sure, there may be some kind of configuration that we missed, but if we couldn't figure it out, then chances are the average user will have one heck of a time as well.

As far as control goes, the wheel feels excellent. Response is quick and on the dime, but like many other steering wheels on the market, this one doesn't offer feedback. To counter this problem, ThrustMaster has made the steering wheel slightly lighter than usual. This

makes the wheel harder to turn, but it pays off with better control.

With its lock down clamps and sturdy foot controls, Thrustmaster's latest has all the makings of a winner. Now, if I could figure out how to get *Pod* to work...

Remember to keep both hands on the wheel, OK?



- RATING: ★★ ★
- PRODUCT: Pure 3D
- COMPANY: Canopus
- SYSTEM: PC
- PRICE: \$179

The first time someone sees the Canopus new Pure 3D graphics board, he may think "Great, another 3D accelerator. Yawn." But the truth of the matter is that the Pure 3D isn't another 'me too' board. Not only is it a 3Dfx Voodoo Graphics board, but it also contains 4 MB of texture memory, compared to the normal 2 Megabytes that every other manufacturer offers.

Many developers have designed their games to take advantage of 2MB, not 4MB since this is the industry standard. But you've got to think about the future here. Also, patches for older games like *Quake* are being developed to work with this new platform. So, what will this do for your games? Imagine games like *Quake*, *Quake 2*, and *San Francisco Rush* running faster and smoother thanks to that extra memory!

The fact that all other 3Dfx games seem to work with no problem on the Pure 3D is a nice plus. But perhaps, one of the best features the Pure 3D has to offer is its TV Out option. *GI Quake* on a 53" TV? You get the picture...



Could this be the best accelerator board in existence today?

NEWS FEED continued from pg 15

it is released later this year. The massive game will occupy five CDs, as players venture back to the land of *Myst*. • Nintendo has announced that *Banjo-Kazooie* and *Zelda 64* will both be delayed until at least the first quarter of 1998. *Zelda* is expected to slip even further into 1998 with the recent announcement that it would now be on a 32 megabyte (256 Mbits) cart. • At ECTS, Blizzard announced its plans for *Diablo 2* (much to no one's surprise, despite the company's earlier protests about such a project). The new game will feature five all new character classes, loads of new quests and will allow

for more players to play side by side. • Former Director of Development at Capcom, Yoshiki Okamoto, has left the company to pursue efforts at a new company he has just founded called 'Flagship'. The company's focus will be to design games then can then be sold to developers to actually have them created. If successful, it could mark a whole new paradigm for the way games are developed. Okamoto has been responsible for the design of such games as *Street Fighter 2*, *Resident Evil* and most of the *Megaman* series. • E3 will be returning to LA after one last year in Atlanta. Starting in 1999 and

continued on pg 19

- **RATING:** ★★
- **PRODUCT:** EagleMAX Analog Joystick
- **COMPANY:** ACT Labs
- **SYSTEM:** PlayStation
- **PRICE:** \$39.99

As analog joysticks go, the EagleMAX is about as good as it gets when you're talking about the console world of the PlayStation. With a ton of features like stay-in-play programming, four game programming macros, the ability to program up to 16 game commands into a single button, a four-way hat switch, 16 programmable buttons, a two-way rocker switch, a rotary throttle control, and an analog flight, analog wheel, or digital control modes, the EagleMAX is literally packed.

Most of the controls on the joystick have a quality feel to them with the exceptions of the rocker switch, hat switch, and trigger button, which all feel loose, plastic fantastic and cheap. The stick itself moves smoothly and offers a superior level of control, but the configuration of the grip (as is common with flight sticks) is configured for a right hander, so lefties are left out in the cold. Still, if you're looking for an analog stick for the PlayStation, this is the one.

- **RATING:** ★★
- **PRODUCT:** asclGrip
- **COMPANY:** ascl Entertainment
- **SYSTEM:** PlayStation
- **PRICE:** \$29.95

One of the stranger peripherals to come down the pipe in a while, the asclGrip was designed specifically with the RPG enthusiast in mind. Basically, the controller fits all the basic PlayStation controls into one compact unit that fits in the palm of a single hand. This configuration isn't the optimum setup for many games, but it does work quite well for the role playing games that it was intended for. The controls on the unit are programmable so the controller can be reconfigured to just about any taste. Quality-wise the asclGrip is constructed of top notch materials and the rubber grip on the bottom of the unit feels particularly nice. The only question is whether someone really wants to fork out 30 bucks for such a genre specific peripheral. Of course, when you consider the fact that you can plug out on munchies while you play your favorite RPG, ascl may be on to something.



- **RATING:** ★★
- **PRODUCT:** The Glove
- **COMPANY:** Reality Quest
- **SYSTEM:** PlayStation
- **PRICE:** \$89.95

Well, if there's one product that's a tough call to make this month, it has to be The Glove from Reality Quest. The Glove fulfills its mission spectacularly by offering an innovative new way of controlling videogames. By strapping the unit onto the arm, the gamer can input directional commands by moving in his hand up, down, left, right or any increment in between. The button controls are placed conveniently at the players finger tips with the standard PlayStation controller's shoulder buttons located under the player's thumb (with secondary buttons also by the fingertips). The unit also can be set to operate in full analog, simulated analog (this works extremely well on digital-only games that really should have had analog control), or standard digital game. So what's it all mean? For the daring gamer who is willing to dedicate himself to learning the ins and outs of using The Glove, there will be a definite competitive advantage.

- **RATING:** ★
- **PRODUCT:** Scuba Virtual Immersion Visor
- **COMPANY:** Philips Electronics
- **SYSTEM:** Consoles and PC
- **PRICE:** \$299

Very similar in concept (although less expensive) than the Virtual ID headset, the Philips' Scuba is a virtual immersion visor designed for use with next-generation game consoles and virtually any video interface (TVs, VCRs, DVDs, etc.) What this really means is that the unit acts like a TV strapped to your head. The immersive nature of the Scuba is that since you don't have any point of visual reference besides what you're looking at, the mind is tricked into thinking you are moving. This sensation has its novelty, but at a price of \$299, that feeling of 'Cool!' disappears real fast when you look at the price tag. But what really undermines the Scuba is the poor resolution of the viewing screen and the overall heaviness of the unit when it's strapped to your head. To be honest, the Virtual ID was more comfortable to wear and just performed better overall.

NEWS FEED continued from pg. 16

for the following five years, the IDSA (who sponsor the show) has stated that the LA convention center will be home to the most important gaming convention in the world. • Interplay has snagged the two designers of *Tomb Raider* from Core and set them up with a new company as a subsidiary of Interplay called Confounding Factor. There is no word yet on what their next project will be. • Midway is hard at work on the home conversions of both *Mortal Kombat 4* and *Cruisin' World*. While there's no word on release dates, *Cruisin' World* is actually being treated as a Nintendo first-party title. • 3DO's *Meridian 59* has

been included in a showcase presentation of online products due to be unveiled at next week's Online Unveiled Developers Conference in San Francisco. • Following Sega's decision not to use the 3Dx chipset in its next console (Blackbelt/Dural), the entire US based hardware design team resigned from Sega. Exactly what this situation means for the completion of development libraries for the new PowerVR-based system is not yet known. • Sony has cut prices on several new games. Among the new titles priced at less than \$40 are *PaRappa the Rapper*, *Game Day '98*, and *Bushido Blade*.

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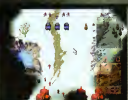
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WIRETAP

HERE ARE A FEW NOTES FROM THE UNDERGROUND... LOAD THEM AT YOUR LEISURE...

SHINY MOVING AT WARP SPEED TO DUAL

While finally the specifications for Sega's new hardware are now in the public, developers are beginning to step forward and hint at their intentions to develop for Dual. Two of the most notable developers rumored to be stepping up to the plate for this new hardware are Shiny and Warp.

Shiny frontman Dave Perry has recently hinted that his company will be at least experimenting with the hardware in the near future though no word exactly what that will mean in terms of what type of game it will be (or if it will ever see the light of day). Across the Pacific, Warp's Kenji Iino has also been in talks with Sega regarding the possibility of doing new development for the system at the same time he was negotiating to bring D2 to the Saturn. Again time will tell what Warp does with the system, but it may well be an advanced port of D2 (which you will recall was originally destined for the now DOA M2).



It's hard to tell if this is a photo or a screenshot from D2 on the Dual.

These mirror shots look better than the ones in Resident Evil!



CAPCOM IN TROUBLE?

Several sources within Capcom Japan indicate that the developer is having financial difficulties. According to these sources, the company has been trying to free up capital to stay afloat due to lower than expected sales of its console and arcade titles. Strangely, Capcom's 2D fighters and Megaman games continue to sell considerably well (at least by TRST accounts and Japanese sales lists), making it all the more interesting as to why Capcom might be having difficulties.

To remedy the situation, Capcom is said to be rushing the development of *Biohazard 2* (*Resident Evil 2* here in the US) so as to get it on store shelves as quickly as possible. Said one Capcom Japan employee: "We're really shooting to get it out in Japan in January because we really need that money."

Capcom's US division has mentioned nothing about the rumored financial difficulty as yet.

CAPCOM



Can zombies from the sewer save Capcom's bacon? We'll see...

CURE FOR RABIES FOUND

Ylacom New Media not so long ago formed a new development studio in the form of Rabid Entertainment. Allegedly, two years after the studio was started and multiple projects were nearing completion (including *Septerra Core* and *Violent Seed*) before the plug was recently pulled on the company.

According to some former employees, no development staff remains and all previous projects were put on hold. There is some question now of what will become of *Septerra Core* and *Violent Seed* in the face of an impending closure. Current sources have indicated that Rabid will be seeking to sell off the titles to some other publisher, but the possibility remains that they may never be completed. Doors to the offices are allegedly to be closed permanently by the end of the year.

SEGA CUTS BACK DISTRIBUTION

Rumor has it that Sega has drastically reduced the number of national distributors it is dealing with. Many distributors received letters from Sega severing business ties as the floundering manufacturer seeks to reallocate its product and resources.

Sega has said that it is cutting about ten distributors that combined make up about five percent of its sales but other sources within distribution channels have indicated that the cuts may be more severe with regard to the number of distributors cut (but not in terms of sales makeup).

Sega has said that it is still dealing with almost 40 retailers and distributors and promises that its sales levels will be maintained. Other publishers ULTRA Game Players spoke to about Sega's rumored approach offered mixed praise and criticism for the move.



BITS & BYTES

Square will not be bringing the eagerly anticipated RPG, *Xenogears*, to the US. Allegedly, the game contains many attacks upon organized religion, a touchy issue that Square doesn't think it wants to stir up in the conservative US market. • Atari Games is supposedly hard at work on the sequel to the massively successful *San Francisco Rush* in

the form of a new game called *California Speed*. Players will be able to zip up and down Highway 1 and a number of other famous California routes. • Konami is rumored to have a new *Contra* game in the works for PlayStation. Allegedly, Apalooza, the company that developed *Contra: Legacy of War*, is starting a new 3D shooter that will hope-

fully be considerably better than the first game in the series. • Rumor has it that Namco's *PackMan: Ghost Zone* for the PlayStation has been dramatically delayed from its original release date of this Christmas due to departure of certain members of the development team.

CESA PRESENTS

Tokyo

1997
AUTUMN

When Japan throws a game show, they really don't hold much back. It's sort of like inviting every friend they have (all 140,000 of them) over to their house to see their latest game. Unlike E3 in the United States, the public is invited to attend the show and the event is as much a family affair as it is a highlight for hard-core Japanese gamers. Ultra Game Players made the pilgrimage to the videogame motherland to see what all the fuss was about, so that we could bring you the latest and greatest news and screen-shots of the games you should know about.

Game Show

東京ゲームショウ



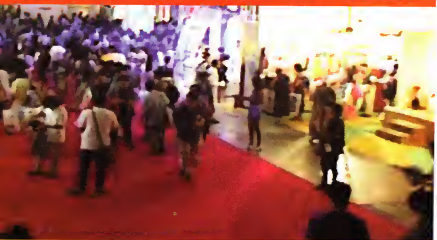
The convention hall was big, but no where near as big as E3's halls. Lines to get in stretched all the way back to the train station, half a mile away.



The third day was packed to the rafters with crazy Japanese kids in videogame costumes.



While it was still early on Day one, the show was quite active.



About an hour's ride from the center of downtown Tokyo, the Makuhari Messe convention center was the site of the Autumn Tokyo Game Show. When the show opened at 10am on Day 1, it was really a ghost town. Primarily only exhibitors and early bird press roamed the sparsely populated show floor (only about 14,000 people attended on the day 1). That first day provided an excellent opportunity to speak with some of the exhibitors who were largely undisturbed, but the lull was not to last. On Days 2 and 3, the show was opened up to the public, and man, did they come out in force! Day 2 saw over 56,000 people pack the small hall, while Day 3 managed 72,000 (that last day was the only day of the show where kids were off from school). Kids were lined up outside the convention center all the way back to the train station (which was a half a mile away).

To give you some idea of scale and how packed the show was, the TGS show floor was roughly one fourth of the size of the hall at last year's E3 and yet, Atlanta only had 37,000 attendees. Couple that with a lack of air conditioning and amazing heat, and you can begin to get the idea of what a pressure cooker the show experience was.

Mascots strolled the floor in oversized (and likely overheated, given the lack of air conditioning) suits, while more scantily clad pinup women (who had to be cooler than the guys in the mascot suits) than you could shake a stick at performed in just about every booth. Musical and dance numbers involving said women occurred throughout the day on a variety of stages in a generally successful attempt to pull viewers in to see product.

The focus of this show was very different from that of E3. Amazingly, the focus isn't on the development teams (who are generally absent). It doesn't focus on companies' images. It isn't really on flash or glitz (as the small booths really don't compare favorably to those at E3 in such areas). Strangely, it focuses on the games. Almost no appointments are taken. There are no 'back room' meetings with press or other special personnel. Everything that's to be shown is laid out in kiosks with everyone invited to have a go. Not exactly like E3, where private booths and meetings are starting to become the norm rather than the exception.

Seeing as the Japanese don't celebrate Halloween, the Game Show is always an excellent opportunity for many of the attendees to come dressed as their favorite videogame characters.

All in all, the Tokyo Game Show was a wild success for all companies involved. This year's attendance numbers reflect the ever-growing demand for the latest in electronic entertainment and as a result the show is likely to continue to become more and more important to the Japanese and even US market in future years.

SQUARE

Square's booth was easily the most impressive at the show and clearly had the games that people wanted to see most. A huge video wall lured showgoers to the booth with visions of *Sokaiji*, *Chocobo's Mystherous Dungeon* and *Parasite Eve*, while playable versions of *Enhancer*, *Front Mission Alternative*, *Front Mission 2* and *Xenosaga* satisfied the attendees' need to "try it". Of all the booths at the show, Square's would have been most at

home at E3, given its level of glitz. The Japanese ate it up, as people crowded around it all three days of the show.

Enhancer—Easily one of the best games of the show was Square's

Enhancer. Using polygonal graphics in a somewhat traditional side-scrolling shooter provided an amazing boost in graphic realism and smoothness of animation. Your ship can transform into a number of different incarnations depending upon which power-ups you receive. Special lasers, bombs and other weapons each have their own visually impressive explosions. Boss designs and some of the special effects used seem to have been heavily influenced by Square's prior work on *Final Fantasy VII*. The game itself really has relatively straight forward side-scrolling gameplay, but because the engine is 3D, slight camera perspective changes are possible for that extra bit of "wow power". Let's just hope Square decides to bring this nifty little shooter to US shores.

Of all the booths at the show, Square's would have been most at home at E3, given its level of glitz.

Sokaiji—While little is still known about this game, it appears to be an action adventure looking very much like *Bushido Blade*. According to the presentation that was shown, players will have a greater variety of weapons at their disposal and will wander around far more detailed environments than the simple arenas of *Bushido Blade*. Couple this aspect with amazing spells and magic effects and Square could certainly be on the path to yet another winner. Unfortunately, Square hasn't yet decided whether or not to bring this game to the US.

Front Mission Alternative—Square has proved, once again, that it has an excellent handle on building mood and creating a believable and detailed universe. Leading groups of mechs, helicopters and tanks in a fast paced action game complete with strategic planning, players can get completely immersed within *Front Mission Alternative*. The game itself has a mission-based structure, each of which starts with a detailed briefing. The briefings not only show the mission objectives, but also provide a detailed story along the way. Shortly after the briefing, players are able to choose elements of their arsenal and, at times, even choose different mechs to use. Camera movements within the game are dynamic, but we didn't notice any particular problems with the camera positioning. Quite to the contrary, most of the angles selected at various points in the game are conducive to proper planning and aiming. *Front Mission Alternative* will be out by the end of the year in Japan, but again, there is no word on the possibility of a US release.

Hudson

Hudson also had a strong showing at the TGS, with loads of surprises in the form of two previously unknown Bomberman titles, a finished Bomberman 64 and a new version of its PlayStation fighter, *Bloody Roar* (known in the US as *Beastizer*).

Bomberman 64—In *Bomberman 64*, cat-walks, ramps, stairs and the ability to fall off of these elements will drastically change the way you've played multiplayer Bomberman in the past. Players can seek higher ground and throw or kick bombs onto somewhat unsuspecting players below. When getting hit by a bomb, players are stunned for a few seconds. In addition to standard bombs, players can also create "big bombs" whose explosions are at least twice the size of regular ones. Also, in addition to throwing bombs, players can throw other players (much like in Konami's *Poy Poy*). The key here is throwing your player at an existing bomb, or tossing a bomb at him right after he hits the ground (he will be stunned when he lands).

Bomberman 2—While ten player Bomberman just reached the US a few months ago for Saturn, Hudson is already preparing Bomberman 2 for Saturn. A release date even in Japan has yet to be announced, and Hudson's US plans for the title are still being decided. The whole game is completely polygonal (characters too). Most objects are comprised of flat shaded polygons, but the look is clean and the game is fast. The playable demo shown allowed for up to four players to have a go on a playing field that was essentially a large hill with two faces. Bombs could be tossed off the top of the hill where they can roll down to others



Following a quiet first day at the show, things got a bit out of hand on the second day.



Capcom's *Resident Evil 2* Theater was flanked by folks in Raccoon City Police garb.



When the doors opened, Konami's booth received an onslaught of people.

below. Regular bombs actually exploded in four directions in typical *Bomberman* style, but new bigger bombs provided a much larger 3D area very much like the explosions in *Bomberman 64*. This is certainly a title to watch for.

PSX Bomberman - While by far the least impressive of the three versions shown, Hudson's second ever PlayStation title materialized in the form of *PSX Bomberman*. The entire game was sprite-based, but was played from a slightly new orthogonal perspective. Fans of the classic series will enjoy how faithful the game is to earlier versions on the Super Nintendo. Line bombs, gloves and kick bombs are all included. Currently, Hudson hasn't decided when to release the game in Japan, and the company is still considering its options for the game in the US market.

Bloody Bear - Fighting game fans will love Hudson's new fighter. Beautifully detailed 3D characters morph into animals, like apes, wolves, bears and more, who then rip, punch and bite each other mercilessly. Graphically, the game is as visually impressive as anything that's hit the PlayStation to date. The



Revlimit - It was fast. It was pretty. And Nintendo's bringing it to US shores. Whoa!

gameplay is amazingly fast and deep. The US market is expected to receive this game in the form of *Beastizer*, but there has been no word yet as to who would be publishing the game.

SEGA

While only showing two titles, Sega's presence was punctuated by the announcement

that it would be having both titles published in the US by Nintendo of America. As we're sure you can guess, both of these games were for Nintendo 64 and were graphically very impressive.

Rev Limit - While *Multi Racing Championship* and *Top Gear Rally* have occupied the N64 racing limelight for the last few months, Sega's *Rev Limit* ups the ante considerably in the graphics department. Closely resembling *Ridge Racer*, with even better graphics and control, *Rev Limit* could be Sega's breakout title for N64.

Wild Choppers - *Wild Choppers* has come a long way since it was last shown at the Spring Game Show. New explosions, smoother framerate and exceedingly nice missile effects punctuate the fairly tight control. *Wild Choppers* features eight different helicopters, each of which has a number of different parameters. Each chopper looks completely different from any of the others. Guided missiles from enemies (and yourself) are somewhat slow and initially easily dodged, but these weapons are persistent and will follow you for some time before finally giving up. Each missile (guided or unguided) possesses an excellent smoke trail effect, that is quite reminiscent of many S&B demos we've seen. Add to all of this the Rumble Pak support (which kicks in quite hard after being hit by a missile) and there's some serious potential in this game. All in all, *Wild Choppers* is shaping up to be a more solid title than imagined. Now the only question is, why hasn't Nintendo said anything about *Wild Choppers* at its recent games conference in Seattle a few months ago?

NAMCO

Namco's booth was somewhat underwhelming, given the absence of *PSX Tekken 3* and the poor display of its forthcoming PlayStation RPG, *Tales of Destiny*. At the same time, the announcement of a new Namco Museum title, in addition to a new PlayStation platformer, did grab the attendees' attention.

Namco Museum Encore - *Namco Museum Encore* will be included in the *Namco Games Chronicle*, which will include the five chap-

ters of the *Namco Museum* series, as well as *Namco Museum Encore* for the low price of \$50. Americans will easily recognize most of the classic games in *Encore* such as *Dragon Spirit* (*Dragon Saber* in Japan) and *Rolling Thunder*. Other games include *Kombers*, *Wonder Peach*, *Sky Kid*, and *King & Balloons*.

Kinoko - With play elements and an environment that strangely reminds one of *Pendemonium*, *Kaze No Kinoko* (which will be known only as *Kinoko* in the US) has a cute character and excellent control. Players take command of a character that has the ability of stunning and capturing enemies and then throwing them at other enemies.

The environment is largely track-based, with players having the ability to go to and fro. Moving elements, such as windmills, moving platforms and other features, all make the game look nice, but the fast pace and the interesting character design of the game helps to keep one's attention.

Fighting Cup - Imaginer's *Fighting Cup* possessed at least one extremely interesting

element that made showgoers take notice: a scoring system. Rather than having life gauges, like every other 3D fighter on the block, *Fighting Cup* makes use of a scoring system somewhat in line with competitive wrestling. The first person to earn nine points wins the round. Two rounds out of three wins the match. Points can be earned in a variety of ways. A ring out is worth only one point. A throw is worth two points. Connecting with a special move (whose special effects are stunning), countering or knocking someone down is worth three points. The fighters themselves are fairly standard looking. Ninjas, burly men, tough women and a clown are some of the characters included in the game. The point system provides a more strategic element than most recent 3D fighters. Players need to decide whether or not to go for big throws or special moves or to play it safe and try to maneuver an opponent for a ring out. Imaginer is releasing the game in Japan this winter and is still trying to decide upon its US strategy.

Namco's booth was somewhat underwhelming, given the absence of a PlayStation Tekken 3...



Imagine every Namco classic game you've ever wanted (or heard of) for just \$50.



For the first time anywhere, players get to partake in multiplayer *Bomberman 64*.



Hudson is a fan of Sega's Saturn and promises more multiplayer mayhem in *Bomberman 2*.



Sega's mission-based shooter, *Wild Choppers*, was also far better than expected.



Square's *Beastizer* was easily one of the best PlayStation games at the show.



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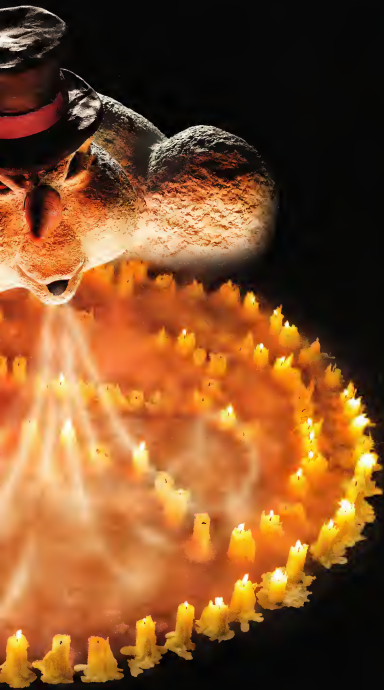


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PREVIEWS

FEATURED THIS MONTH



You know we really like all of you guys out there. Why else would we give you such a great present as this Preview section? Hey, we could have just given you the 'Handshake Of Peace' and gotten off cheap this year, but no! We had to go all the way! And all we got back was this lousy tie?!? Geez, thanks a hell of a lot! Enjoy the previews, cheapskate!

RUTO DESTRUCT	PG 074
BATMAN & ROBIN	PG 084
BURNING RANGERS	PG 042
CRIME KILLER	PG 041
ELRIC	PG 064
ESCAPER	PG 081
FLESH FEAST	PG 090
FORSAKEN 64	PG 036
F-ZERO 64	PG 061
GEK: ENTER THE GECKO	PG 090
HYBRID HEAVEN	PG 038
JETFIGHTER	PG 064
LODE RUNNER: LEGEND	PG 099
MAGIC KNIGHT RAYEARTH	PG 099
MEGA MAN NEO	PG 079
METAL GEAR SOLID	PG 066
MYSTICAL NINJA	PG 057
NAGANO OLYMPICS	PG 069
PITFALL 3D	PG 081
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SPEED POWER GUNBIKE	PG 078
SUPER CROSS	PG 076
TENCHU	PG 088
VIGILANCE	PG 095
YOSHI'S STORY	PG 063
ZELDA 64	PG 033

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Zelda

SYSTEM: NINTENDO 64

PUBLISHER: NINTENDO

DEVELOPER: NINTENDO

RELEASE DATE: MARCH

The hottest game since Tomb Raider, sans breasts?

Getting better all the time is Nintendo's 64-bit update of its classic RPG series. *Zelda 64*, as the game is still provisionally called, is shaping up to be an adventure epic that could put *Tomb Raider* to shame, albeit with less bosom-related appeal.

The game is really starting to take shape and has moved from being a cute-looking Mario clone, to an epic and interesting RPG. Of course, for those unfamiliar with the *Zelda* series, it should be made clear that there is no turn-based fighting in the game. All the battles that do happen take place in real time and require arcade skills. Swordfights and platform puzzles take you from scene to scene as the plot unfolds.

In this case, the plot is still being kept under wraps to a certain degree. Nintendo is slowly filtering out information and we do know that Princess Zelda is all set to be sacrificed by the evil Ganon. Previously he just locked her up, so this is definitely a turn for the worse.

One of the reasons that Nintendo

is keeping the plot under lock and key is that some of it relates to unique gameplay features. Most of Link's previous skills will be repeated in this game, but

with the added twist of 3D. He can run, push, pull and now jump, but many of his other abilities are being kept a surprise.

Link will now have help in the form of a fairy called Navi (short for navigator?) who will assist you with clues and help as you search the countryside of Hyrule for your imperiled love.



This close-up reveals the levels of detail that have gone into the character design. Bad guys are just as detailed.



For some reason, this translucent water effect evoked the most amazing 'naahs' from the UGP editorial staff.

The cartridge is a huge 256 megabits, possibly the biggest ever made for a home system (although Neo Geo fans might want to argue the point) and promises to be a much bigger challenge than either *Mario* or the previous *Zeldas* games.

You'll notice we said the game was a 256 mb cart, not a 64DD. Nintendo has finally admitted that *Zelda 64* will not be the killer app to launch with the pricey, oft-delayed, add-on. Instead, rumors persist that *Mario 2* will be the first, however, people around here have a hunch that the 64DD will never be anything more than vaporware. The good news is that *Zelda* fans won't have to spend an extra \$200 to enjoy this one. We can't wait.



Like Lara Croft, Link is fairly adept at scaling walls. He's just not as sexy.

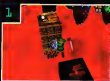


Posing in the desert, we see Navi, Link's fluorescent fairy companion, darting around his head.



1 Link finds himself in a dark passage. Lighting effects are responsible for much of the game's atmosphere.

2 Excuse me, but could you gentlemen direct me to the nearest bathroom? I think I'm going to pee myself. 3 You can lead a horse to water, but can you ride it? Nintendo isn't saying.



1 This scene could have been taken directly from *Mario 64*. 2 Of course, Link can pull as well as push.



Big weapons and bigger bosses for a fun-filled fragfest!



Earthquakes, exploding buildings and working subways!



Four-player, split-screen Dukematch action.

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COMING SOME!

NINTENDO⁶⁴



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Forsaken 64

SYSTEM: N64, PLAYSTATION, PC
PUBLISHER: ACCLAIM
DEVELOPER: PROBE
RELEASE DATE: SUMMER 1998

**Even more
multiplayer
corridor
mayhem for
the N64**

Blasting your opponent to bits ensures that you'll be rewarded with any power-ups he's acquired.



Of the home consoles, the N64 has been consistently proving itself to be the best multiplayer system of choice with such top-notch party pleasers like Rare's *Goldeneye* and *Starfox 64*. The trend will hopefully continue into the new year with Acclaim's most recent multiplayer game, *Extreme-G*, showed that speed and framerate need not be sacrificed simply because more than one gamer is at the controls. And this feature remains intact for *Forsaken*, as well. Running at an incredible 60fps in one- and two-player mode, the game only drops to a still speedy 30 fps when two more people join in on the action. And if there's a feature that any self-respecting, futuristic, 360-degree, first person shooter needs, it's speed.

From viewing an early playable N64 version of the game, *Forsaken* seems packed with insane weaponry, high-end light sourcing, and varying amounts of happy, happy gore over 15 big missions. You'll not only be able to blast enemies and collect goodies, but you'll also have to solve tricky Indiana Jones-esque puzzles in order to progress from area to area. Though still deep in development, Acclaim claims that distinct voices for each air-bike and character, including taunts, will be added by the time *Forsaken* is ready to hit the N64 market. If the game keeps evolving as well as it has been, the N64 may receive yet another solid multiplayer title to add to its growing list this summer.



More split-screen antics will become available for N64 owners when *Forsaken* is released.

Forsaken for the PC and PlayStation!

Acclaim has put a lot of effort into developing individual strengths and features for each of the different versions of *Forsaken*. The PC version will take multiplayer gaming up to 12 scavengers, while the PlayStation version will feature different levels and bosses than the other two and focus more on single player gameplay.



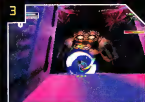
High-res backgrounds make the PC version a sure knockout.



The PS version will focus more on mission-based gaming, rather than destroying your enemies.



1 Lighting and textures have been fully refined to produce a highly atmospheric romp around a post-apocalyptic world. 2 Although not in the previewable version of the game, Acclaim is set to include nitroline cams and rear-view mirrors in the final revision. 3 Shooting projectiles ensures a pretty lighting effect. You might even catch a glimpse of a lurking enemy's shadow down the hall.



1 Intricate details and moving parts on the walls keep you on the lookout for triggers and switches. 2 Each bike will have its own 'AI' voice.

Each weapon will have its own cool lighting effects.

THIS OFFER V
THEN AGAIN,
COND

MORTAL
SC



SUB-ZERO



MIDWAY



\$10 OFF

[illegible]

SEARS

Hybrid Heaven

SYSTEM: NINTENDO 64

PUBLISHER: KONAMI

DEVELOPER: KONAMI

RELEASE DATE: SUMMER 1998

Fight ugly mutants for good old Mother Earth!

Konami has been touting *Hybrid Heaven* as its answer to *Metal Gear Solid* (see the preview in this issue) for Nintendo 64, but there are some massive differences between the two games. While the two may share some of the same plot elements, *Hybrid Heaven* is really more of a 3D RPG (much like *Final Fantasy VII*) than an action game like *Metal Gear*.

The storyline revolves around a genetic experiment that was taking place on a space station. This project was government funded in an effort to create the ultimate soldier. With the first stage of the experiment nearing completion, a space shuttle was sent up to retrieve the experiment. In typical *Frankenstein* fashion, the experiment went horribly wrong, and the creation had taken control of the shuttle.

As you would expect, the shuttle has come back to earth, and it's up to you to stop this potential menace to society.

The game takes place almost entirely from the third-person perspective, exploring the 3D world. The game does have some action associated with it. Players use a healthy dose of stealth to get around in an effort to avoid encounters with nasty bio-engineered baddies. When a conflict or encounter happens, the game doesn't shift to a new screen, but switches camera angles to a turn-based combat sequence.

When in combat, your character will have the ability to punch, kick, use a weapon (of which there will be many) or use a "technique". Weapons may range from firearms to explosives, while techniques may involve counters and other actions that

Trying to avoid combat situations is sometimes necessary.

The 1998 Olympics will feature the exciting new sport of Rock Diving, shown here for the first time.

will be gained with experience. Creatures for the game are many and varied as portrayed in stacks of concept art by Yasuo Daikai, the game's director. Early on in the game, the creatures will resemble more humanoid figures in an effort to represent the recent genetic transformation caused by "the experiment." As one would expect, later in the game, enemies will become far less recognizable.

Those mutant buddies are everywhere. Be damn careful!

See those shadows? That's the N64 hard at work.

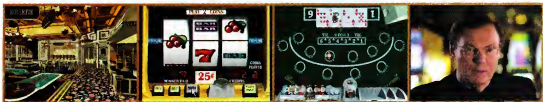


Here, your character must negotiate the dreaded Monkey Bars level!



1 If you've got the firepower, it pays to use it first and ask questions later. 2 Shimmeying from place to place isn't the fastest mode of transportation, but you can get to some pretty cool places that way. 3 Secrets will be hidden everywhere. It's all a matter of knowing where to look.

1 Here your character tries to convince the evil mutant to lay down and die. 2 We've convinced that the programmers of *Hybrid Heaven* watch too much WCW wrestling, especially the cage matches.



Solve a mystery starring Adam West

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Crime Killer

SYSTEM: PLAYSTATION
PUBLISHER: INTERPLAY
DEVELOPER: PIXELOGIC
RELEASE DATE: MARCH

**No, it's not
Ice T's
follow up to
Cop Killa**

When I first saw a glimpse of *Crime Killer* back at E3 and weren't horribly impressed, however, since then, the developers have put in several levels and really cleaned up the look of the game.

The game is visually stunning, using all the lighting and transparency effects the PlayStation does so well. But the most impressive visual aspect of the game is that it runs at a whopping 60 frames per second. That's more than double most other PlayStation games and it really gives the game a solid look. It also means that speeding around the virtual city can be done at incredible speeds and won't cost you any detail.

The perfect land-based compliment to *G-Police*, *Crime Killer* puts you behind the wheel of a police car, motorcycle, or flying wing and puts you through over 20 missions. The missions all take place in different parts of one virtual city and each has a vehicle specifically assigned to it. One mission featuring the cop car has you racing through the city streets taking out all the

other police vehicles, which had been hi-jacked by the evil conglomerate.

All reasoning aside, this level is in the game to give you a chance to take out cop cars and feel no remorse.

Another mission puts you on the motorcycle where you have to cut down alleys and chase down the bad guys. Other missions include hostage rescues and protecting certain areas. The missions are varied, but in the end, destroying all the bad guys is still the main objective.

FMV cut-scenes are here to move along the story and set the pace.



If cop cars were this cool, then there might be more interest in law enforcement.

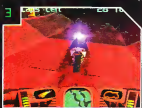
All of the polygonal cars and enemies are extremely detailed, and one of the more impressive features are the special weapons that actually come out of the car. A detailed city map and well done heads up display make tracking the enemy extremely easy and keep the game a pure action title. The look of *Crime Killer* is already exceptional, now if some innovative new gameplay can be added, then this might just be a killer title as well.



At 60 frames per second, the "in the car" view is absolutely screaming.



Special weapons that come right out of the car are astounding.



1 None of the flying missions were in yet, but the vehicle will look something like this. 2 Hunting down criminals with missiles could be the only way to truly cut back on crime. 3 The motorcycle actually maneuvers differently than the car and allows you to into tighter areas...



1-2 The fire effects are brilliant, as are the rest of the glowing transparencies.

Burning Rangers

SYSTEM: SATURN

PUBLISHER: SEGA

DEVELOPER: SONIC TEAM

RELEASE DATE: 2ND QTR 1998

Could this be the last great Saturn game?

Futuristic fireman battlin' Backdraft-type blazes in *Burning Rangers*. This intriguing premise says it all — way cool.

Speculation has pretty much ran rampant in the videogame industry since April, when it was announced that Yuji Naka would be handing the development reigns of *Sonic R* over to the Traveller's Tales team. This action naturally lead people to wonder that if Naka and his Sonic Team weren't working on the Sonic racing game, just what were they working on? Possibilities ranged from *Nights 2* to a new Sonic platform game for Sega's Dural System, but as Yuji Naka himself confirmed in his exclusive interview with ULTRA GamePlayers last month, his current project is *Burning Rangers* for the Sega Saturn.

The basic premise surrounding the game is that the player assumes the role of one of the *Burning Rangers*, a high-tech, five-man fire fighting team. The team members wear futuristic exoskeletons that contain everything from a jet pack to fire fighting equipment as they fight fires and rescue victims trapped in blazing buildings. Although the look of the game seems to lean towards a *Virtual On*-style, the action more closely resembles the intense action sequences from the motion picture *Backdraft*.

Although the game is only about ten percent complete, the technical proficiency of *Burning Rangers* is already awe-inspiring. The game engine itself is a second generation version of the *Nights* engine, but unlike *Nights*, there are no restricted paths in the 3D environments.

As these screenshots attest, *Burning Rangers* is visually incredible, with a plethora of lighting

and transparency effects, two things that the Saturn has traditionally not excelled at. There is no doubt that we are talking about a whole new level of Saturn programming here. The lighting effects in particular are spectacular when utilized to depict such things as the glare of a fire, a team member's search-light illuminating the darkness of a burnt out room, the glowing exhaust of a jet pack, to the use of Gouraud shading to represent the proximity of the Burning Ranger to a fire.

Gameplay-wise, the animation and control are already excellent. Unlike *Nights*, the *Burning Rangers* are mostly earthbound, with only an occasional short foray into the air by way of jetpacks. The environments in which the Rangers fight fires, explore, and rescue can only be described as huge, with some levels stretching out for the equivalent of miles and reaching a number of stories into the air. Audio communications from team members, in addition to a heads-up display and compass, will help to keep the player from becoming lost in the vast locales. There will also be a rating system similar to the A-F system of *Nights* that will be used to judge the player's performance. It's quite likely that there will be multiple endings to the game based on which

In the future, fire trucks won't have any wheels and will be dull green in color. We bet there's no Bahmians, either!



As in *Backdraft*, the flames seem to come to life and pursue the brave fire fighters.



Witness this devastating effects of fire, even in the future.



The members of *Burning Rangers* wear an exoskeleton with numerous capabilities on their rescue missions. One of the capabilities is flying.



1 0' 32" 66



2



3

1 Real time light sourcing is one of the many effects that *Burning Rangers* utilizes. 2 Unlike *Nights*, the 3D environments will be fully navigable. 3 Here Taiji braves a flame-filled room on her own. So young, so brave, so cute!



1



2

1 In addition to light sourcing, transparency effects are used magnificently in this game; sometimes the Saturn hasn't traditionally handled well. 2 Detecting and avoiding flashpoints is an integral part of the gameplay in *Burning Rangers*.



character was used and the scores that were earned.

From all indications, *Burning Rangers* looks to be the title that finally realizes the full potential of the Saturn platform. Unfortunately, this gem looks to come at a time when the Saturn is struggling badly in the U.S. and industry interest has focused on Sega's forthcoming Dreamcast system. Is this the Saturn's last hurrah? That remains to be seen, but if it is, at least the Saturn will be going out with a bang.

These guys look more like a '70s disco band than a fire fighting unit.



Character Profiles

There will be two playable characters in *Burning Rangers*, Shou Amabane and Teiris. Three other characters act as navigators who offer warnings of impending danger and guide the player to fire victims. Here's the back story on the cast:

Team Navigators

Reed Phoenix - 22 years old and cool under pressure, Reed has a pragmatic streak in him. Although sentimental about his work, he prefers staying out of dangerous rescues.

Big Roadman - At 35 years of age, Big is the veteran member of the *Burning Rangers*. A desire to protect life emerged from his years fighting in Africa amidst his lush animal-filled environment.

Kris Barba - Having suffered the tragic loss of her father during a *Burning Rangers* rescue mission, she was 13, Kris is hampered by the inability to trust or love people. Although now a rather lovely 24 year old, Kris has a brilliant analytical mind that serves the *Burning Rangers* quite well.



Hopefully the completed game will feature a wide variety of fire ravaged environments.



The heat and danger almost seem to leap out of these screenshots.



If only we had listened to Smokey the Bear...

Assume the Position

Shou Amabane - Saved by a *Burning Ranger* during a disaster when he was ten years old, Shou is now 21 and has joined the *Burning Rangers*. A relative newcomer, Shou has surprised his peers with a mixture of strong intuition, supported by the ability to act boldly. There is a strange mixture of cheerful naivete and confident power in his persona.

Teiris - An attractive 19 year old woman, Teiris could be considered the grating babe of the *Burning Rangers*. Orphaned and raised in a government child care center from an early age, she has somehow grown up to become a warm-hearted woman and a valuable member of the *Burning Rangers*.



1. What's this? Friend or foe... is this armor? 2. Ah, the UGP credo: Why stand and fight, when you can run and hide?



Just wondering... uh, where do they actually store the fire suppressant?

Revenant

SYSTEM: PC
PUBLISHER: EIDOS
DEVELOPER: EIDOS
RELEASE DATE: DECEMBER

The game formerly known as *Forsaken* has cast aside its previous moniker (mainly because another game had the same exact name) and has now become *Revenant*. One thing that hasn't changed are the real time 3D characters and beautiful backgrounds.

The game combines the look and feel of an adventure game, and the character development and replay value of a true RPG. With over 20 characters to choose from, *Revenant* gives the gamer plenty of options. With the five weapon types each having their own set of animations, the look of the game changes, depending on who the character is and what kind of weapon they possess. The artwork was done by Don Beauvais, a premiere fantasy illustrator, and the music was created exclusively for *Revenant* by Xymox, a European techno band. With an all-star cast supporting the game, it already has the look and sound of a winner. However, what makes *Revenant* such an exciting title is the detailed combat and the non-linear storyline.

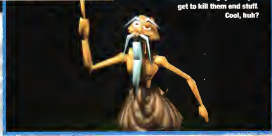
The game is being developed using Direct3D and will fully support all 3D cards on the market. *Revenant* is one of the best-looking action/RPGs this year.

THE REVENANT



1 The smooth interface makes combat and shopping easy and fun. 2 Light-sourcing and other special effects give *Revenant* a sharper look than many RPGs. 3 'Hey, you! Have you seen Lucy Lawless anywhere around here?'

These are bad guys and you get to kill them and stuff. Cool, huh?



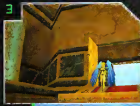
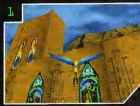
Skies

SYSTEM: PC
PUBLISHER: SEGASOFT
DEVELOPER: SEGASOFT
RELEASE DATE: OCTOBER 1998

Another astonishing title from SegaSoft, *Skies* uses the Transactor technology to create an online world that is second to none. Players select and customize any one of the bestial, humanoid, or animal creatures and grow them on HEAT.NET to become older, bigger, and wiser. So when you walk into town and see a big bad ass demon, you know better than to even mess with him.

The game sends players airborne over a huge collection of cloud cities and the 3Dfx enhanced graphics are unbelievable. The smooth frame-rate, motion, and pure number of polygons in *Skies* makes it instantly one of the best-looking and most promising games of the year. Unfortunately, the game won't be coming out until October of '98, so there is still plenty of waiting. The good news is that if the game is already this awesome, just imagine how it's going to look and play in another year. The speed and nature of *Skies* makes it an obvious game for the consoles and SegaSoft basically told us that it will be on a platform. Although they wouldn't say which platform, our guess is that *Skies* will be one of the first games for Sega's 3D accelerator-based next console.

It's screen shots like this that keep the videogame faith burning in our hearts... Woo-hoo!!



1 The flying engine is marvelous and it shows Pilot Wings away. 2 Different looking characters all have different traits and as you gain experience your character changes physically as well. 3. Playing *Skies* online is the type of thing that could cause addictive personalities some major problems.



Even when you turn off your computer, the *Skies* universe continues, therefore requiring a great deal of your time.

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CAPCOM



MEGA MAN X4

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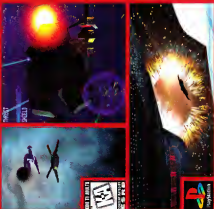


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EPIC SPACE CONFLICT



Quest 64

SYSTEM: NINTENDO 64

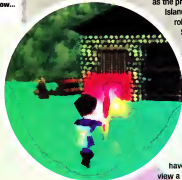
PUBLISHER: THQ

DEVELOPER: IMAGINEER

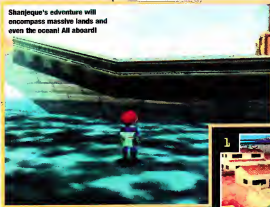
RELEASE DATE: END OF 1998

The shiny spot on the N64's RPG horizon

A sheep? Potential interaction? We don't even want to know...



Shanque's adventure will encompass massive lands and even the ocean! All aboard!



When the N64 was announced a little over a year ago, gamers rejoiced everywhere, anticipating a follow up act of precedent-setting RPGs in the same stead that was exercised on the SNES. But in an unlucky roll of the dice, powerhouse companies like Squaresoft and Enix were lured away from the development camp at Nintendo and placed firmly in the Sony trenches. With a fairly bleak RPG future ahead for N64 owners, any hint of roleplaying in a game should warrant a welcome reaction. Luckily enough, the folks at TH-Q have recognized the need for those types of games on the system and are attempting to fill the gaping void.

With the 1998 release of *Quest 64* (*Mahou Seiki Eruetiru* in Japan), gamers will be treated to real time battles in an action-oriented RPG setting, colorfully texture-mapped, fully polygonal environments, and an epic adventure that will span across three massive, fully explorable worlds. Your character, Shanque, possesses the ability to wield powerful magic, summoning all natural elements (fire, earth, etc.) on his mission to fulfill his duty

as the protector of Setland Island, his homeland. In his role as 'Spirit Tamer,' Shanque will come across other warriors who can join his party, as well as hundreds of intelligent and sometimes, not-so-friendly, characters who'll help further his quest in their own ways.

Although we haven't been able to view a playable version of the game (the game should be released in Japan this December), from



Some of the shots included in this preview were taken from a very early version of the game, but they still look impressive.

the shots that we have seen, environments and character designs look sharp and fully animated. Towns and item-collecting are key to progression, as well as developing Shanque's skills. As it stands, the game is only one-player, contrary to rumors that it may be multiplayer compatible, but this factor shouldn't take anything away from the gameplay. With the potential for a massive quest, as well as the promise of hours of intelligent character interaction, TH-Q is aimed and poised to release a sure hit with *Quest 64*. We're eagerly awaiting further news on the game, and we'll give you the scoop as soon as we find out more.



Simplistic light sourcing and colorful backgrounds should be a standard set up for caves and mazes.



TH-Q claims that every environment in the game will be completely explorable.

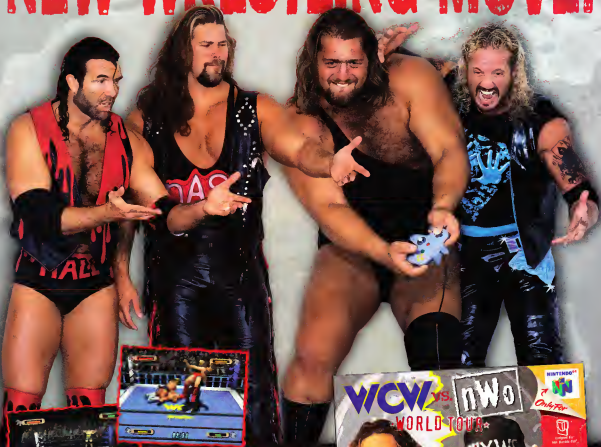


1 Shanque wields his magical abilities right outside the castle gate. Show off. 2 We don't know yet how interactive the game's surroundings will be, but there's a lot of room to roam. 3 The worlds appear smaller in rendering to *Mario 64*, but we haven't seen it all yet.



1 Design and layout for the towns have grown more complex in later versions of the game. This shot shows it. 2 Shanque has beefed up some in the more recent shots of the game. Perhaps the sheep had something to do with this outfit weight gain.

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"One of the Fall's
hottest games!"

— GamePro, July 1997



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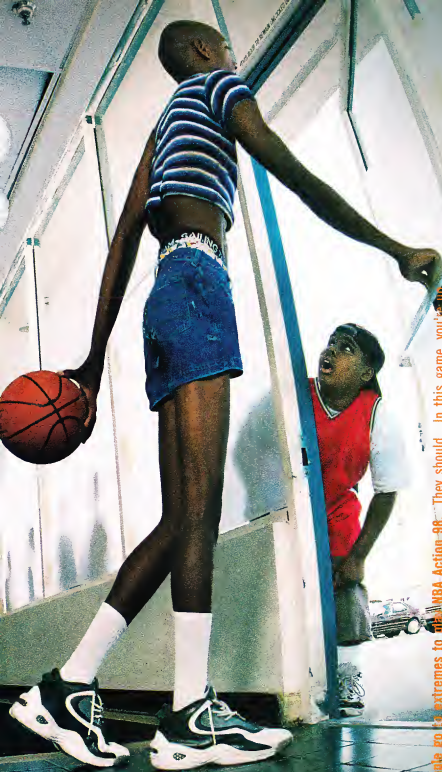
THQ
Entertainment



nba action 98



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Some people go to extremes to play **NBA Action 98**. They should. In this game, you're up against guys who are holding better than to send your puny little torso packing. We're talking real NBA players, sorry NBA fans, all 29 Arenas. Team specific plays. Behind the back passes. Alley oops. It's all here. Chick Hearn even calls the plays. **NBA Action 98**. See how you measure up.



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hold C



tap B



tap C

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last bronx





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Mystical Ninja

SYSTEM: NINTENDO 64

PUBLISHER: KONAMI

DEVELOPER: KONAMI

RELEASE DATE: 1st Qtr. 1998

You'll run into many more characters throughout the game, including Sasuke and Yae.



The fifth in a long series of games under the name *Gambare Goemon* in Japan, *Legend of the Mystical Ninja 64* is being prepared for release here in the States, thanks to Konami. Blending certain RPG elements with adventure and platform action, *Mystical Ninja* heavily emphasizes a slapstick sense of humor in character concept. You'll be able to play as either of two bizarre ninja characters, Goemon or Ebisumaru, and use their unique abilities to bash objects and people with different weapons in order to collect precious gold and other items. Your characters will be able to traverse three different types of terrain, but the means of progressing in the game will be locating huge hidden bosses and defeating them. Saving coins and buying items from the numerous shops in the massive towns will aid you greatly in your adventures. Using a game engine mimicking that of *Super Mario 64*, with the ability to adjust camera angles, swim, jump and inspect inventories, *Mystical Ninja 64* may be something big for N64 platform enthusiasts to look forward to in early '98.

Powerboat Racing

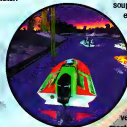
SYSTEM: PLAYSTATION, PC

PUBLISHER: INTERPLAY

DEVELOPER: INTERPLAY

RELEASE DATE: JANUARY

With two to three shortcuts per track, this is set to be *SF* flush on water.



After seeing the adrenaline rush induced by *WaveRide 64*, developers all over the world have started to create their own water racing games. The first of these to come out is going to be *Powerboat Racing*. The game is being released at the beginning of 1998 for both the PC and the PlayStation. The 3D accelerated PC version is breathtaking, but the PlayStation game still looks very nice.

There are 16 different monohulls & catamarans that can be chosen, then souped up with three different sized engines. Once you've picked a boat, it's off to hit the waves on one of nine different tracks with locales like Japan, New York, Grand Canyon, and Monaco, to name a few. What makes *Powerboat Racing* such an exciting product is the true 3D environment that gives the game an astonishing look and a some very realistic gameplay. The boats react to waves and wakes of the other boats and, with two to three hidden shortcuts for each track, *Powerboat racing* is set to be one wild ride. A four way split-screen allows for multi-player madness on the PC or the PlayStation.



1 Money will get you incredibly far in *Mystical Ninja 2*. You'd look like this, too, if your hairstylist decided to use your coin for a beauty school experiment. 2 The town level designs are complex and you'll have to swim in order to access some of the more hidden areas.



Ebisumaru is probably the more comical of the two initially playable characters. His beginning weapons is nothing more than a wooden mallet.



1 What racing game would be complete without the ice track? I imagine there will be icebergs to avoid as well. 2 With different wave conditions and the water being affected by the boats wake, each race is a little bit different. 3 For the friendless, you can race against yourself using the ghost mode.



Day and night track transformations affect the lighting on the entire environment for an awesome look.



NAME

FIRST

A

ON

BE

B A S I S



"SAY HELLO TO MY LITTLE FRIENDS"

AEROFIGHTERS ASSAULT

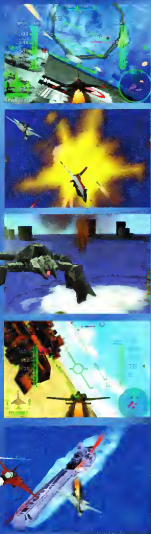


VIDEO SYSTEM

PARADIGM ENTERTAINMENT

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ENVIRONMENTS TO SAVE
THE EARTH YET AGAIN.
THERE ARE 10 LEVELS OF
FAST ACTION THAT DEMAND
FAST REACTION. JOIN THE
BATTLE IN THE ONLY GAME
THAT MATTERS.

F-Zero 64

SYSTEM: NINTENDO 64

PUBLISHER: NINTENDO

DEVELOPER: NINTENDO

RELEASE DATE: SPRING 1998

**It's back
and faster
than ever!**

One of the first games ever released for the 16 bit Super NES was *F-Zero*. At the time, it was a showcase for the then amazing Mode 7 graphics technique. Mode 7 allowed programmers to take a standard scrolling background and skew it, giving an illusion of 3D, at a very high frame rate. *F-Zero* is still the best example of the technique. Thankfully, Nintendo has decided to unleash *F-Zero 64*, but this time, with full 3D.

The game comes along at an interesting time. There are loads of cool driving games available, including the similar *Extreme G* from Acclaim. *Extreme G* is heavily influenced by *WipeOut*, which in turn took its inspiration from *F-Zero*. So here we are, back at the root of it all.

F-Zero 64 uses polygons to create the 3D look, certainly more advanced than Mode 7, but ironically, not as efficient in terms of frame rate. To counter this, Nintendo has kept the sparse visual look of the original intact. This lack of complex roadside objects means not only a high frame rate for the moving track, but loads and loads of cars on screen at once. Since the cars (hovercraft really) can bump each other around, the gameplay can get pretty frantic.

The plot (what there is of it) remains unchanged. It's the future, anti-gravity hovercraft have replaced cars. *F-Zero* replaces *F1*, it's a lot more dangerous, blah, blah, blah. Since this translates directly into the fastest racing around, we'll forgive the lack of imagination.

F-Zero is unique in that trackside collisions do not result in much slowdown. Instead, this saps your energy and if you lose too much, you die. *WipeOut XL* had elements of this, but still slowed down too much. *F-Zero* is much purer and faster in that respect. Energy can be replenished after each lap, but as yet, there's no news about weapons of any sort. This is a racer after all, and not a shoot 'em up.



A bridge. Not much of a background, but you sacrifice scenery for speed in this game.

The four player option is really gonna propel this game into the ranks of the top party games of all time. Imagine the thrills and spills as you go head to head with three of your hard-driving friends! Plus, you'll also save big bucks on your insurance bill, since wrecking a hovercraft is infinitely cheaper than trashing your own car.

So get set for some real hardcore racing action, 'cuz what once was the fastest racing game around is coming back again!



The LA Freeway at 3 AM on a Sunday morning, minus guns and rude finger gestures.



The original *F-Zero* took place on flat tracks, but the sequel has hills, canyons and loops.



1 Nintendo has added eight new vehicles to the mix, as well as including the original hovercraft. 2 A variety of camera angles display the action, this one showing a fly-by of the busy futuristic racetrack. 3 As you can see, the limited backgrounds mean there are a half of a lot more cars on screen than you might expect. It can get crowded and bumpy at the start.



Although the graphics are a huge improvement over the 16 bit version, the game still looks very much like its original incarnation.



1 Now four player is cool, but there's nothing more exciting than a duel against your greatest opponent. 2 The four player mode will be one of the most attractive features of the game, as long as they can maintain a decent frame rate.

(AND HE'S ABOUT TO GET MEDIEVAL UPSIDE YOUR HEAD.)



MACE
The Dark Age
EVERYTHING'S A WEAPON.



Yoshi's Story

SYSTEM: NINTENDO 64

PUBLISHER: NINTENDO

DEVELOPER: NINTENDO

RELEASE DATE: MARCH

What's green and makes you say 'Awww'?

The rotating balls are hard to jump on anyway, but the problem is exacerbated by the fact that they are inhabited by strange creatures.



Shigeru Miyamoto has a talent for producing memorable games and characters. Yoshi, the lovable dinosaur first seen in *Super Mario World* for SNES, can now be seen in a multitude of titles including the brilliant, but under rated *Yoshi's Island*. This Nintendo 64 sequel promises to elevate Yoshi back into the spotlight.

The original *Yoshi's Island* was a graphical masterpiece, featuring hand drawn and hand painted backdrops, digitized onto a SNES cart. The effect may have been a little too artsy for some players and although the game did well, it never repeated the performance of the original *Super Mario World*.

Yoshi's Story again features distinctive graphics - this time brightly colored computer renders, occasionally interspersed with more hand drawn stuff. The sprites are also rendered, giving the game a very solid, 3D look, without, of course, 3D movement.

Although the idea of a 2D side scroller might seem old-fashioned, there are many gameplay elements that will only work in this genre. And this is, after all, Mr.

Miyamoto's forte. The chances of this game sucking are slim to none.

The gameplay incorporates many of the elements seen in *Yoshi's Island*, but without the addition of baby Mario. And if you're waiting for yet another 64-bit Yoshi appearance, word on the street is that he'll be back for *Super Mario 64* part 2.



And what game would be complete without a snow level? Snow is easy to draw.



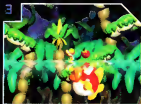
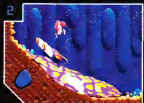
The enemy characters are all rendered, but morph in real time, in this case, bouncing like jelly as Yoshi attacks 'em.



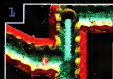
The gameplay is very, very reminiscent of *Super Mario World* for the SNES.



Layers of parallax add depth to this 2D side scroller.



1 In some parts, the 'camera' pulls back revealing almost all of the level, and allowing you to combat some nearly oversized foes. 2 Yoshi fights off a slightly surreal slug. 3 The water is just one of the many transparency effects used to make *Yoshi's Story* even more spectacular.



1 Yoshi explores a drainage system which is inexplicably made of papier mache, revealed in the weird cut-out view. 2 Although the game has some visual similarities to *Donkey Kong Country*, the colorful, neon style is all its own.

JetFighter: Full Burn

SYSTEM: PC

PUBLISHER: MINDSCAPE

DEVELOPER: TAKE 2 INTERACTIVE

RELEASE DATE: DECEMBER

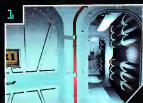
JetFighter: Full Burn offers modern air combat fun without too much of that icy realism to muck things up.



The latest installment in the popular PC-based *JetFighter* series, *JetFighter: Full Burn*, takes a different tack than many PC flight sims in that its gameplay leans more towards the arcade rather than authentic simulation.

Extensive use of cinematic introductions, mission briefings, and cut scenes in forwarding the game's storyline should further the game's appeal to flight sim novices. The player can assume the role of either an American or Russian pilot and the story unfolds differently depending on which path the player chooses.

Since the game supports MMX and 3D accelerators, *JetFighter: Full Burn* should look and perform more than satisfactory. The number of pilotable craft is a little on the low side, but the available rides will be highly appealing to fans of cutting edge jet fighters. Even better, the game supports head-to-head and cooperative multi-player action for two with the included CDs and up to eight with additional CDs.



1 Fully rendered 3D environments allow players a full 360 degrees of movement to explore a U.S. Carrier or Russian Air Base. 2-3 Photo realistic environments are used in conjunction with digitized video for mission briefings to further immerse the player into the game.



You can even join the Russian Air Force, where you can use your status as a pilot to pick up on hot Russian babes.

Elric

SYSTEM: PLAYSTATION, PC

PUBLISHER: PSYGNOSIS

DEVELOPER: HAIKU STUDIO

RELEASE DATE: FEBRUARY

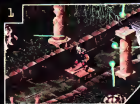
The graphics in *Elric* are truly marvelous to behold! Check out that evil dudel!



Conceived from the works of fantasy writer Michael Moorcock, *Elric* is a real-time, sprite-based, 3D adventure developed by Haiku Studios. The game is going to be action intensive, with real time sword-fights and spell-casting. It will be available for the PlayStation and PC, with up to eight player death-matches scheduled for the PC.

The story is standard fare. You are Elric and the evil gods have put your beloved Cymoril in an eternal sleep. In order to wake your soulmate and save the world, you must bring back the nine parts of the Cross of Chaos. However, in order to secure these pieces, you must fight through hordes of monsters and obstacles. Throughout the game, you come across more powerful weapons and enemies, which enhance the game's staying power. What could set *Elric* apart from similar titles is the smooth animation, sharp graphics, and eye-popping special effects. But even more interesting is the developers decision to stay away from the RPG elements and stick to a pure action game.

The combination of a deep storyline, stunning graphics, and hot gameplay might just be enough for *Elric* to make its mark.



1 Magic spells and items can be upgraded and collected throughout the game. 2 By not using polygons, the developers were able to get an extremely sharp, smooth look to the game. 3 Enemies, like this huge, fire-snorting demon are sure to keep gamers on their feet.



The special effects in *Elric* are astonishing!

Microsoft

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enjoy the
inferiority
of their
best friends.

-Lord Chesterfield

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www.microsoft.com/sidewinder



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Metal Gear Solid

SYSTEM: PLAYSTATION

PUBLISHER: KONAMI

DEVELOPER: KONAMI

RELEASE DATE: SUMMER '98

**You, too,
can be
sneaky!**

With these cool 'see in the dark' binoculars, you'll have no trouble checking out those flight attendants across the street!



While *Metal Gear Solid* was the talk of the show at E3, it wasn't even playable yet. We wanted to find out how this puppy played, so we trekked all the way to Tokyo, Japan, in order to see this game in action.

Imagine, if you will, a warehouse, where numerous guards roam on patrol, while your character swims up to a loading dock. The player can stay in the water partially submerged, where he can scout his enemies' movements unobserved. This game is all about stealth.

Choosing a section of the dock that is unpatrolled and obscured behind a fuel tank, the player decides to either play the game like a shooter, or earn more points/benefits by avoiding as much contact as possible (at times, it will be absolutely necessary to avoid contact). Initially, your player starts with nothing but his hands and a pack of cigarettes. Good luck. You'll need it.

Your player runs around and takes a strategic position at a corner in the warehouses. As a guard walks around the corner, you grab him and quickly flip him over your shoulder, where he lays stunned.

As you run away, the guard alerts his coworkers to your presence. Hiding along the wall, you grab the next guard that passes you, but this time from behind. As he struggles against your grip, the guard becomes a human shield. You then tempt the other guards to shoot at you. Once your human shield is dead, use his weapon to return fire.



Even in darkness, you can be deadly when using these cool night vision goggles.

There are literally dozens of different weapons in the game, all with different sounds and effects. There are submachine guns, pistols, sniper rifles, and more. One of the most impressive weapons is a guidable cruise missile that you can control via a missile cam once you fire it. In addition to loads of weapons, numerous items such as keys, explosive charges, detonators and more are at your disposal. It's even possible to set traps and distractions.

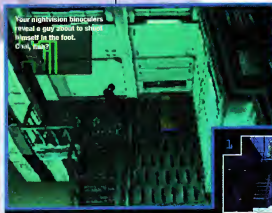
Despite the fact that the *Metal Gear* team won't commit to any proposed ship date, Konami management is currently targeting a summer '98 release.



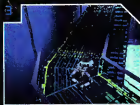
Your weapons are many and varied. Automatics are likely to be most people's weapon of choice, though.



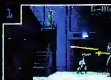
Yep, that's real 3D snow alright.



Your nightvision binoculars reveal a guy about to shoot himself in the foot. Cool, huh?



1 Huh? where the hell's the caption?
2 Detailed environments like this one aren't seen in very many games on any system. 3 Your character can crawl, stick along walls, climb structures and more.



1 Aah! Caught in the crossfire!
2 Hey, you can even use the ATM machine after normal banking hours, thanks to your nightvision goggles!



SEGA hard stuff
www.sega.com



enemy zero

To boldly die where no one has died before. This is Enemy Zero, and you are Laura Lewis. You're on a space station and your crew members are being picked off one by one by an alien beast. No sweat, it's a shooting game and you can handle a gun. But you can't see the alien, only hear it. Scared? Thanks to the eerie soundtrack and intensely graphic cinematic effects you will be. Just be careful. In space no one can hear you wet your pants.



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TECMO Discovers 'Virtual' Genetic Coding Imbedded in CDs



TECMO



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Tecmo R&D, the research arm of a leading game maker, recently discovered cyber creatures imbedded in all CDs. Tecmo was analyzing CD technology when they discovered coding imbedded in the inactive segment of a CD. Subsequent investigation revealed the 'genetic' coding to be common among all CDs, including PC and music CDs.

Tecmo has designed a virtual environment to facilitate further testing of the cyber creatures. The environment, dubbed "Monster Rancher" can only be erected within the PlayStation™ console. The controversial software allows users to release the creatures into a controlled environment for testing. Monster Rancher is currently undergoing federal safety testing and is slated for over-the-counter sale in November.

Lab Accident at Tecmo R&D: Ultra Game Players & Next Generation Magazine CD-ROMs Implicated

Ex-programmer Max Sydeye is charging Tecmo with mental anguish resulting from prolonged contact with the company's virtual environment software, 'Monster Rancher.'

"I'm just a simple game programmer. Breeding monsters wasn't in my job description," claims Sydeye. "Monster Rancher releases incredibly unstable substances and should not be made public."

Tecmo legal counsel, Pat Prevorice, points to Imagine Publishing as the responsible party. "Sydeye admits that he was uninformed until he attempted to spawn creatures with the December Ultra Game Players and Next Generation Magazine CD-ROMs. Tecmo merely brought this bizarre conspiracy to light."



Nagano Winter Olympics

SYSTEM: PLAYSTATION, NINTENDO 64
PUBLISHER: KONAMI
DEVELOPER: KONAMI
RELEASE DATE: JANUARY

**All of the
thrills, none
of the
commercials!**

With his blue faders
and that plastic
suit, this guy
will score,
for sure!



During the Atlanta Olympics, Konami didn't manage to capture the all-important official license. But it still swept the board in terms of sales with the very playable *Track & Field* for PlayStation. Now it's been line-jumping other game industry hopefuls when it comes to bidding for licenses on the Olympics and it seems that it's going to be putting it to good use.

Nagano Winter Olympics '98 features all the major winter events presented in the same style as the inimitable *International Track & Field*. Realistic, large scale texture-mapped athletes compete over a dozen events, including bobsled, luge, downhill skiing, slalom, speed skating, ski jumping, snow boarding and even curling (a

bizarre sport involving rocks, brooms and a good deal of ice).

The N64 and PlayStation versions will differ slightly in terms of which events are picked because 'the development teams have different preferences'. Both versions are being developed

completely independently of one another, with the teams only sharing some model and animation data. Thus, PlayStation owners will get the benefit of an additional alpine event, while N64 owners will get a slightly different method of speed skating.

Much like Epyx's classic *Apple and Atari* computer classic, *Winter Games*, Nagano will offer a variety of practice and competitive modes. From one to four players will be able to



This wouldn't happen so often if those cheapskates would just chip in for gas!

compete simultaneously in a comprehensive competition or in a single event.

Nagano will feature locations from the upcoming games, including fully modeled ski slopes, plus motion-captured athletes simulating the real competitors. Konami says it wants this to be a family game. Both versions are expected early next year.



This is the dreaded Turn Two, otherwise known as 'Old Gelling Glacier'.



If speed skaters were really vain, they could check out their reflections in the ice.



1 The Nintendo 64 version makes excellent use of transparency on the alpine events. 2 In this little known Lithuanian event, the skater tries to hit gaily colored triangles with his head. 3 Bimbos and real sponsors of the Olympics are all here, just as they are in the real games.



1 Anyone who would strap sticks to their feet and slide down a mountain is out of his mind! 2 Looker like this guy took dancing lessons from Jethro Bodine.

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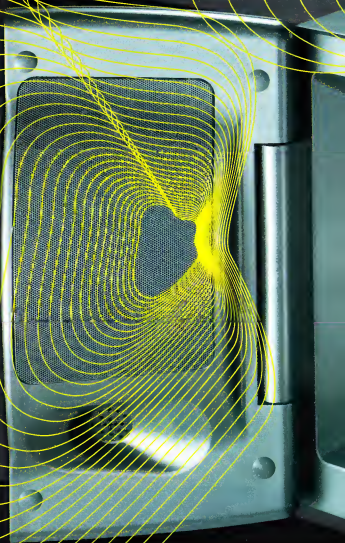
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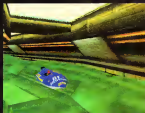


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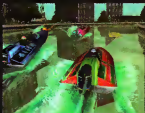
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Auto Destruct

SYSTEM: PLAYSTATION
PUBLISHER: ELECTRONIC ARTS
DEVELOPER: ELECTRONIC ARTS
RELEASE DATE: DECEMBER

There is a definite James Bond twist to this game, as the player drives around blowing everything to smithereens.

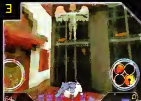


A sleeper that has all the earmarks of being a hit, *Auto Destruct* sort of came out of nowhere with its insane combat racing gameplay. The basic premise of the game has distinct similarities with games like *Carmageddon* and *Twisted Metal*, with more of an emphasis on mission objectives than those two titles.

The player assumes the role of a champion race car driver who has just witnessed the brutal killing of his wife and daughter at the hands of fanatical cult. The player is then recruited by a mysterious secret organization and given the opportunity for vengeance against the cult.

Auto Destruct is set in major cities like London and San Francisco. The cities are huge, fully-rendered, 3D environments that allow the player to drive at high speeds through city streets to fulfill a variety of mission objectives. The overall atmosphere of mayhem the game possesses is its biggest plus.

There always seems to be cars and pedestrians being run into, run over, and blown up. The car handles nicely and the concept is impressively realized, which makes this relatively unheralded title one to look for this Christmas.



1 The action takes place in major cities around the world, including our personal favorite, San Francisco.

2 There are a few interesting camera angles that add a different flavor to the gameplay. 3 As in real life, pedestrians are fair game in *Auto Destruct*.

One part *Carmageddon*, one part *Twisted Metal*, *Auto Destruct* looks to be a player in the burgeoning combat racing genre.



Shadow Master

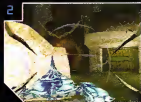
SYSTEM: PLAYSTATION, PC
PUBLISHER: PSYGNOSIS
DEVELOPER: HAMMHEAD
RELEASE DATE: DECEMBER

First-person perspective shooters have replaced the side-scrolling platform game as a videogame industry standard, but *Shadow Master* seems to offer a bit more than usual.

The basic storyline involves an evil enemy known as the Qverlord who has perverted all forms of life on seven different planets and turned them into menacing, mechanical monsters.

Shadow Master will have 16 levels of gameplay, each featuring a diverse collection of enemies, in addition to an end level boss. A promise of complex character AI routines should mean an above-average challenge for this type of game, but what is most notable about *Shadow Master* are the graphics. Every manner of advanced lighting effect has been utilized to make the game a superior-looking, first-person shooter.

The gameplay seems a bit too track-based and leaves a distinct *Tunnel B1* taste. Whether *Shadow Master* can rise above that visually impressive, but ultimately disappointing game will probably depend on the variety of the mission objectives in the final game.



1 A selection of six special weapons promises some offensive variety.

2 This sub-boss shows off some of the graphical effects that are literally jam packed into this game. 3 Great. We have to save the universe and they give us Scooby Doo's Mystery Mobile to do it with.

Shadow Master is a pyrotechnics-filled, first-person shooter set in a stylized fantasy world.





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Super Cross

SYSTEM: PLAYSTATION
PUBLISHER: ACCLAIM
DEVELOPER: PROBE ENTERTAINMENT
RELEASE DATE: 2ND QTR 1998

The best way to play in the mud (without girls, of course...)

Yes, this is the Farnlands track, but clothing is not an option. This is just an early look at the two-player mode.



Even for the editors here at UGP, it's rare to get a good look at a game over six months before its release date. And it's even rarer when that game seems to look and play as well as *Super Moto Cross* does.

An off-road motorcycle racing game, *Super Moto Cross* puts to shame the only other similar type game on the market—*VMX Racing*. (*Moto Racer* is excellent, but since its not strictly off-road racing, we won't consider it a direct competitor.) *VMX Racing*, while entertaining to a certain extent, was plagued with questionable control characteristics and visually unappealing graphics. Months before it set to be released, *Super Moto Cross* has both of these features running at an impressive quality level.

Visually, *Super Moto Cross* looks superb with its fully rendered 3D environments, numerous textures, and real-time light sourcing. The dirt bikes themselves sport an incredible amount of detail and the rider animations are nicely done, although Acclaim insists that the game contains only 'place holder' animation at the moment. Nice touches, like realistic water splashes,

kicked up dirt, and tire tracks left in the mud, add to the overall visual experience.

Even more impressive is the fact that the game already controls at a highly satisfying level. *ULTRA GP* played the game with a standard digital controller and commands could be so smoothly inputted that, at times, it felt like analog control. As for analog control, by the time *Super*



Being an off-road motorcycle racing game is the only similarity between *Super Moto Cross* and *VMX Racing*. This is a good thing.

Moto Cross releases, the Sony analog controller will be available and Acclaim promises that SMC will support it.

The only question remaining is how many tracks *Super Moto Cross* will ultimately offer. The version we saw offered five tracks. With so much time left in the development cycle, there will be plenty of opportunity for the developers to add even more racing circuits.

If *Super Moto Cross* adds depth (read tracks) to its already impressive gameplay and visuals, the game will certainly fulfill its promise and contend for one of the best racing games of 1998.



Even early in its development cycle, *Super Moto Cross* looks and plays exceptionally well.



An optional external camera angle offers little functionality, but does offer some scintillating visuals.



1 The level of graphical detail in the game is simply amazing. 2 Differing weather conditions significantly alter the look and feel of the tracks. 3 The fully realized 3D environments mean that the game isn't strictly limited to the track.



This shot of the *Super* track gives some indication of the airborne fun that the game will provide.



1 With over six months left in the game's development, there's a lot of work to be done, but these objects in the middle of the track are certainly intriguing. 2 This shot was taken after Bill trucked as down for missing deadlines.

SHEAR TERROR



It's one thing to take a bullet like a man but how does one take 3-foot long, razor sharp scissors? How will you avert decapitation and keep your entrails from spilling out over the kitchen floor? This will surely be your fate unless you can outwit Norway's most lethal killer—Scissorman. You'll have to become a master of stealth and deception to avoid being cut to ribbons in this blood-soaked horror adventure.

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Speed Power Gunbike

SYSTEM: PLAYSTATION

PUBLISHING: TNA

DEVELOPING: SONY MUSIC

ENTERTAINMENT

RELEASE DATE: END OF 1998

This game truly is more than meets the eye!

What's more deadly — his punch or that damn spiky hair?



Far in the distant future, a new race of beings called Michi unexpectedly made a merciless invasion on mankind, bringing them to the brink of extinction. The survivors decided to fight back. They put together the Gunbike Special Assault Unit, made up of transforming mecha. The mecha can transform instantly into three different modes, from a bike to a robot, very similar to the Cyclone mecha in *Robotech*.

The main feature in *Armored Fighting Robot* mode is attacking. It is the slowest moving of the three modes, but its attacking ability is the greatest, and damage taken from enemies is relatively little. Its attack methods include punching and 'roller-dashing,' as well as your 'gun-arms.' There are also quick turning and jumping functions. *Armored Rally* mode is the high turning ability mode. Speed and attacking ability are inferior, but it boasts high mobility and endurance. Lastly, there's *Speed Bike* mode. It has a high velocity rate, but is extremely difficult to turn. Its endurance is low, and if it is attacked, it easily falls down.

The player can choose from three characters: Ipei, Major Nohno, and Ahmi. Ipei is a hot-blooded youth who acts before he thinks. He lost his brother, a motorcycle-riding hero, to the Michi and, in despair, he joined the Gunbike Special Assault Unit. Major Nohno is the only military officer in the Gunbike Special Assault Unit, appointed 'elite rider' by his commander. He's a perfect, calm and composed ideologist, but is also conceited. Ahmi is a robot

Yeah, jetbikes are cool, but you can't really lay a good patch of rubber with one.



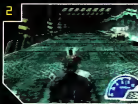
Those mutant baddies are everywhere. Be damn careful!



See angular metal things run along metallic corridors

made specifically to be a Gunbike rider. A synthesis of man and Michi, she has various defects, like being subject to madness.

The game has seven stages, and each stage has a beginning half and ending half, with entirely different gameplay. The first half is essentially a racing game, in which you must reach a certain point in a certain amount of time. The last part is your battle with the main boss. Depending on the stage, some bosses attack without warning.



- 1 Things blow up real good in this world of *Gunbike*!
- 2 Long straight passageways make for some real intense top speeds!
- 3 Wow! It's small, purple metal thing against big grey metal thing for the championship! Woo-hoo!



Destroy enemy armor by pushing huge cotton balls on them!



- 1 Looks like one or more of these mechanical monsters is gonna be retired to the scrap heap soon.
- 2 This damn mecha's got more legs than a centipede!

Mega Man Neo

SYSTEM: PLAYSTATION

PUBLISHER: CAPCOM

DEVELOPER: CAPCOM

RELEASE DATE: FEBRUARY

Does anybody know why Mega Man's girlfriend is carrying that wrench?



Well, Little Boy Blue may not be the oldest or the most famous videogame character, but he is undoubtedly the hardest workin' man in show business. Lazy mascots like Sonic and Mario are lucky to appear in one or two games a year, while the robotic boy is back again for over his 20th game (and that's not counting all of the different platforms, either).

For the first time in the storied franchise's history, *Mega Man* is going to be made of metal and polygons as Capcom brings the game into the third dimension. The 3D nature of the game is one of the many changes that *Mega Man Neo* is undergoing. The game will incorporate RPG elements, like walking around town, interacting with characters, and a Manga-style story. *Mega Man* purists need not worry, because all of the boss-fighting action of the series is here as well. One thing is certain, this is the biggest advancement yet (not to mention the only) in the lengthy series.



1 We always wondered what the other side of Mega Man looked like.
2 Here's a surprise, Mega Man has to fight big bosses in the game.
3 Locking up the monkey is not only cruel, it's downright illegal.



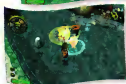
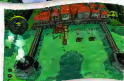
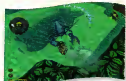
No, this isn't the last episode of *Speed Racer*; it's just a cameo in *Mega Man*.



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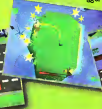
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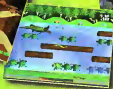
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Escaper

SYSTEM: PLAYSTATION
PUBLISHER: SONY CE
DEVELOPER: SONY MUSIC
ENTERTAINMENT
RELEASE DATE: END OF 1998

The movie we saw featured a very small area, from which you have to escape.



This mysterious title that surfaced at the Tokyo Game Show is another hot-looking game from the suddenly busy developers at Sony Music Entertainment.

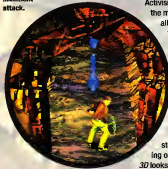
What we know about the game is that it is a complete 3D world, with a third-person view, that is often far away (similar to *Loaded*). We also know that the missions in the game are going to be timed and feature puzzles and thinking over action. As the title suggests, the primary goal of *Escaper* is to, well, escape from various areas. The polygonal graphics are extremely smooth and the different gameplay elements make this one cool-looking title. There is still some question who, if anybody, is going to bring this game out in the U.S., however, the game doesn't feature freaky Japanese characters or a novel full of text, so we fully expect somebody (probably Sony) to bring out *Escaper* by next Christmas.

As soon as we uncover more details on the game, you will be the first to know.

Pitfall 3D: Beyond The Jungle

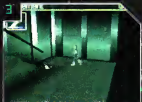
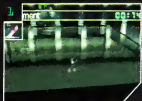
SYSTEM: PLAYSTATION
PUBLISHER: ACTIVISION
DEVELOPER: ACTIVISION
RELEASE DATE: 1ST QTR 1998

Harry's idle animations have him glancing over his shoulder, awaiting an imminent attack.



Porting over a classic 2D side-scroller into an updated 32-bit format can sometimes be a tough project to take on. Certain games, like *Castlevania*, haven't lost any of their edge, even when kept in their original 2D form, but with a new, roughly playable version of *Pitfall 3D* in the offices, we can safely say that Harry will be able to jump, swing and float in full 360-degree glory.

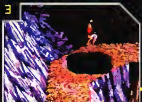
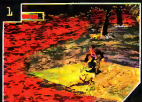
Activision has also managed to retain the majority of classic enemies from all of *Pitfall 3D*'s preceding ancestors and put them into action. Harry must dodge torturous lava pits, deal with rather nasty scorpions, and he'll even be able to shoot some nifty projectile weapons as well. The controls are still a bit rough and we have yet to see if Activision will attempt to place this game in competition with some of the other stellar 3D action titles soon arriving on the market, but so far, *Pitfall 3D* looks to possess a lot of potential. Keep an eye out for it early next year.



1 The real 3D world includes different levels and puzzles. 2 Computer terminals play a key part in unlocking certain gates. 3 Some sneaky FMV sets up each intricate mission.



Notice the timer in the upper right hand corner. We're guessing that hurrying would be a good idea about now.



1 These scorpions will take a little while to get used to killing. They have a nasty habit of losing you around with their tails. 2 Harry stops in for a little health-empowerment after taking a short sprint through the lava fields. 3 Yawning holes in the ground are just another carry-over from the Atari version of the game.



Activision's title has a long line of classic games that share its namesake, thus there's a lot weighing on the success of *Pitfall 3D*.

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— Jimmy Johnson, Miami Dolphins

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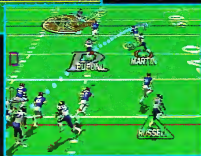
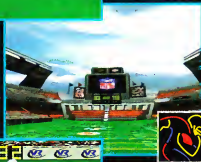
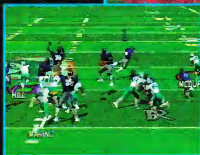
Fully Licensed.

Real NFL teams, logos and players with authentic play books and formations.

Plus Customize Players and Teams, General Manager Mode, and Adjustable Real-Time Camera Movement Before the Snap.

"There is so much more in my game...so get a move-on and check it out for yourself!"

— Jimmy Johnson



Back-to-Back Super Bowl Championships
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Start Taking Notes.

Batman & Robin

SYSTEM: PLAYSTATION

PUBLISHER: ACCLAIM

DEVELOPER: PROSE

RELEASE DATE: MARCH

Holy three-dimensional butt shots!

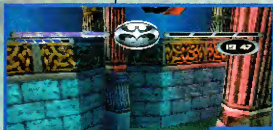
This Bat-Frisbee has more curves on it than an episode of *Baywatch!*



Thanks in large part to that schmuck, Joel Shumacker, the *Batman* series has gone to hell. The latest adventure, *Batman & Robin*, featured comball lines like, "the chicks dig the car", not to mention several close-ups of superhero buttocks encased in rubber. Now, for the first time in the series' history, there appears to be a decent videogame being made and, in all likelihood, it can't be any worse than the movie.

In prior attempts at *Batman* games, it was always the Caped Crusader moving from left to right and beating up flat enemies. *Batman & Robin* is different in many ways. First off, the game is completely 3D and offers more freedom of movement than nearly any game on the market. Secondly, the game features a virtual Gotham City which, as *Batman*, *Robin*, or *Batgirl*, you must protect from the evil Mr. Freeze and Poison Ivy. Instead of just running through the minions and then fighting the boss at the end, you actually have to look for the commissioners' call.

The most intriguing aspect of the gameplay is the way the game takes place on a timeline. While cruising around in the Batmobile, a call will come from the commissioner saying that the museum is being robbed. Then you have to speed around the streets of Gotham City (avoiding the innocent traffic) to the museum to try and stop it. If that takes too long, then another crime will start taking place. This type of gameplay finally gives gamers a chance to see how life really is as a caped crime-fighter.



Finding switches and avoiding traps is a major part of the gameplay in *Batman & Robin*.



Pyrotechnics like this give *Batman* a real polished look.

While the graphics and control of the game are coming along nicely, we are still a little concerned about the final project. Often when a developer gets too ambitious in a project, it ends up not coming together at all. However, Acclaim has already delayed the game until next year and they say they will delay it as long as necessary to ensure that the game is quality. We'll wait and see if this great idea comes to fruition.



The virtual Gotham City is coming along nicely. Now, if the gameplay can catch up...



Cruising around the city in the Batmobile is pretty damn cool and a lot faster than a cab.



14 Hordes of Freeze's minions attack from every angle, but like any good crimefighter, *Batman* is more than equipped to deal with them.



1 There's even a virtual Batcave, but finding it is always tricky.
2 Ah, *Batgirl* in her tight rubber suit. Hey, the developers even took off those pesky goggles *Alfred*. Silverstone couldn't quite get off in time for the movie.

Name:
Mia
Age:
19
Height:
5' 7"
Measurements:
36-24-36
Occupation:
Rave DJ
**Fighting
Technique:**
Pi-Kua Kung Fu
Home Turf:
The Streets

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and environments



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VS.

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YOUR JET
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TO EARTH.

YOUR EGO
WILL FOLLOW
SHORTLY
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- 30 formidable missions - nearly double the missions of Air Combat.

- Awesome mission debriefings - dynamic diagrams and moving maps for surgical strikes.

- Secret planes and hidden missions - the better you fly, the more you'll reveal.



Tenchu

SYSTEM: PLAYSTATION

PUBLISHER: SONY CE

DEVELOPER: SONY ME

RELEASE DATE: 4TH QTR 1998

Oh, take your partner by the arm, Akimaru left and do him some harm...



From the makers of *Kiseki: The Blood*, comes one of the most interesting games of the year. *Tenchu* (Heaven's Punishment) looks a lot like a *Bushido Blade* clone, but in fact, it is nothing like it. Instead, *Tenchu* is the *Metal Gear Solid* of the 16th century.

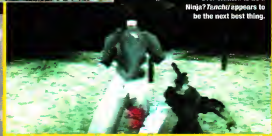
Essentially, the player can choose to be the hero, Rikimaru, or the heroine, Ayame, and must use ninja skills, like hiding in the shadows to discreetly complete mission goals. Weapons in the game include a ninja sword, throwing stars, and caltrops.

But *Tenchu* isn't about mass violence, in fact, if you race after enemies with reckless abandon, you will fail. Instead, sneaking up and hiding out are crucial to completing the mission. Not to fear, there is plenty of close-in combat and blood to keep action fans satisfied.

As of yet, there is no word whether *Tenchu* will make the trek over the ocean, but if the game is as good as it looks, then you can be sure Sony will have it out by next Christmas.



1 Splashes of blood look so real! It's likely to spatter on the controller if you aren't careful. 2 Large 3D areas for exploration and hiding must be used to accomplish the missions. 3 The lighting, graphics, and new concept set *Tenchu* apart from the pack.



Ever wanted to be a Ninja? *Tenchu* appears to be the next best thing.

Sentinel Returns

SYSTEM: PLAYSTATION, PC

PUBLISHER: PSYNOSIS

DEVELOPER: HOKSTONE

RELEASE DATE: MARCH

Two years later, the graphics are looking a helluva lot better.



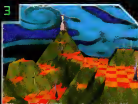
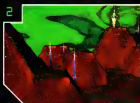
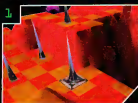
The original *Sentinel* on the PC, Amiga, and Atari S in 1985, and was one of the first titles to provide a entirely different type of game.

Essentially, *Sentinel Returns* is a 1997 update of the original game, that has added a richer visual world and several new game-play elements as well. The objective of *Sentinel Returns* is to gain control of the play area by attaining energy through absorption of trees and through judicious use of said energy to ascend to the highest point of the landscape, absorbing the Sentinel and taking his place. Sound confusing?

Well, that's exactly what made the original *Sentinel* such an intriguing game. However, the best way to describe *Sentinel Returns* is an every 3D chess game. The fast-paced strategy game takes place in a haunting environment that comes to life with the music of horror director John Carpenter, who Psynosis signed on to do the soundtrack.

The game features 666 levels, serial link, network play, themed play environments, and a random level generator.

Sentinel Returns should be one of the most interesting and original titles of 1998.



1 Now that we've started updating things from the 88's, it is finally time to do a 90's version of *Porky's*. 2 The smooth graphics and haunting soundtrack should make *Sentinel Returns* a different type of strategy game. 3 With 666 levels, there are plenty of different environments to play in.



The network play on the PC should make for some excellent eight-player games.

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FOR GLATER, EVENING THE SCORE WASN'T VENGEANCE, IT WAS SIMPLE JUSTICE.

AND IT WAS TIME FOR THE EXECUTIONER TO DO HIS WORK.

SEE YOU IN HELL!

GP
G. POLICE

THERE, ON THE HORIZON!

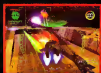
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Flesh Feast

SYSTEM: PC

PUBLISHER: SEGA/Soft

DEVELOPER: SEGA/Soft

RELEASE DATE: FEBRUARY

Hey, buddy! Keep an eye out for us, OK? Geez, don't lose your head...



An odd, but interesting, mix of *Resident Evil* and *Red Alert* make *Flesh Feast* one of the more intriguing titles on the way. The game is set in the campy 3D world, but don't worry, there's plenty of gore to go around.

The game can be played similar to *Red Alert*, where you can strategically control a party of adventurers or you can just take over one character in a *Resident Evil*-style action/adventure game. With 17 levels, multiple sub-plots, and 50 different weapons, there should be plenty of variety. One of the more interesting features of *Flesh Feast* is the ability to use your own limbs as weapons. If the zombies manage to tear off your arm, you can then pick it up and beat them over the head with it. Imagine these sort of limb-to-limb battles in death matches over the Internet. *Flesh Feast* comes with three free months of HEAT.NET (SegaSoft's internet gaming network) premium membership, complete with tournaments and ladders. This is the perfect set-up for some gruesome 'eat your mates' multi-player battles. Truly a game for the bloodthirsty. If *Flesh Feast* can match its gore with gameplay, then it will be a game worth playing.

Gex 2: Enter The Gecko

SYSTEM: PLAYSTATION, N64, PC

PUBLISHER: MIDWAY HOME

ENTERTAINMENT

DEVELOPER: CRYSTAL DYNAMICS

RELEASE DATE: DECEMBER/LIST QTR

1998 - N64

Gex looks sharp while saving a young fan from the dreaded can opener of Death.



Watch out Groc, there's another reptile in town and he's already been around the block a few times. Crystal Dynamic's mascot is back for another go on PlayStation, PC, and now, the N64. Midway Home Entertainment is going to publish *Gex 2* and release for the three major systems.

The gameplay in *Gex 2* is standard platform-fare — timed runs, jumping on heads — but the new 3D environment gives the game a different look and feel. The game is running in the PlayStation hires mode, which makes the graphics extremely crisp and detailed, plus Gex is moving at well over 30 fps with acceptable control response.

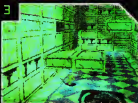
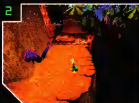
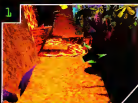
The developers have created a greater variety of levels than almost any game on the market. With completely different enemies, power-ups, and textures, each of the themed levels feels like a new experience. The levels include a horror level, prehistoric level, sci-fi level, and a Gexzilla level. We've yet to see much on the N64 version, but what we've seen on PlayStation and PC is very promising, indeed!



1 Being surrounded by flesh-eating creatures has never been so much fun. 2 The perfect weapon against the undead has to be the chainsaw. What better way to chop off their arms and legs? 3 This picture is just plain disgusting, but as the press, we felt the need to keep our public (that's you guys) informed. Heads up!



Hey! It's true! Two heads are better than one!



1 Gex is older, wiser, and a bit zanier than that new reptile on the block, but is he past his 'sell by' date? 2 The levels are all looking great so far now, but they haven't added Dana Gould's wise-cracks (something we're not looking forward to). 3 Cool effects, like these morphing walls, add a dimension of spookiness to parts of the game.



Here's Gex doing his famous 'Jump From A Really High Place' routine.

Skullmonkeys

SYSTEM: PLAYSTATION

PUBLISHER: ELECTRONIC ARTS

DEVELOPER: DREAMWORKS/NEVERHOOD

RELEASE DATE: JANUARY

**More fun than
a barrel
of monkeys?**

The whole concept and story behind *Skullmonkeys* takes on a rather humorous and bizarre tone. Game presentation is definitely not a problem.

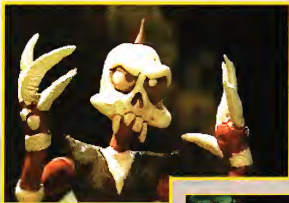


Working off of the phenomenal success of the PC puzzle/adventure game, *The Neverhood*, Dreamworks and Doug TenNapel are at it again. This time, a console 2D platformer is in the works and truckloads of clay are once again being molded and shaped for the further adventures of Klaymen, the all-too-ordinary hero of *Neverhood* and now, *Skullmonkeys*. Doug TenNapel, the creator of *Earthworm Jim*, has envisioned a bigger, stranger universe for the unassuming savior, Klaymen. Chosen at random, Klaymen must protect his world from a similarly strange-looking villain named Klogg, who has just recently recruited a planet full of skullmonkeys (monkeys with hairless skulls for heads... go figure...). Thus, your adventure begins.

Along the way, you'll be able to use bizarre and goofy weapons, such as a Hammer-sitfield, which renders the game comparable to *Earthworm Jim* in humor. Where else can you use a *Universe Enemy*? Highly reminiscent of *Earthworm Jim* in

design as well, *Skullmonkeys* is slated to feature more than 120 levels across 20 different worlds of 2D side-scrolling action. Completely created out of clay, the cinemas and character actions harken back to days spent in front of the tube watching Gumby and Pokey. It's a sure-fire formula that not only looks amazing, but also gives the world of the game a highly individual appearance and an immersive quality backed up by a clever storyline.

With a bit more variety in enemy



Cinemas throughout the game appear painstaking for the production team, but the results are pure claymation goodness.

interaction and a kept promise for more depth in level design, *Skullmonkeys* just might provide the gaming world with a brand new comic hero for 2D fans with a penchant for humor in their games.

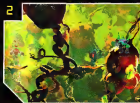
Besides, the name itself sounds like a lot of fun. *Skullmonkeys*... *Skullmonkeys*... it could almost be a secret club or a punk band name. Yeah, we think you could do a lot worse for a game title. Well, OK, maybe not that much worse.



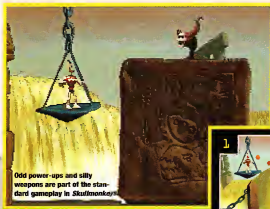
Gorgeous pre-rendered backdrops give each 2D level a distinct feel.



The usual dangers await Klaymen, like skull-headed enemies, and treacherous drops.



1 The obligatory snow level... who would've thought this one possible? Now where's the undercave level? 2 We were only able to play on five of the 120 levels promised in the game, but the gameplay seemed smooth at this early stage. 3 *Skullmonkeys* is pretty much the branchchild of the designer of *Earthworm Jim*, as you can tell from a lot of the art and level designs.



Odd power-ups and silly weapons are part of the standard gameplay in *Skullmonkeys*.



1 In this version of the game, attacks are old-school platform style. Jump on your enemy's head and watch them explode. 2 EA promises multiple secret areas and tons of side-scrolling worlds to explore. Let's hope they all look as good as this one.

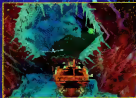
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Vigilance

SYSTEM: PC

PUBLISHER: SEGA/SAFT

DEVELOPER: POSTLINEAR

RELEASE: BATES MARCH

A spy game that puts poor old Goldeneye to shame!

Hmm... well built babes carrying automatic weapons. Ok, this wins game of the year!

Forget all that you know about SegaSoft and prepare to be damn impressed. We certainly were! Originally, SegaSoft was putting out cute little PC games like *Space Bar* and *Soul*, but with its new Transactor technology and a trio of hot games, HEAT.NET is the place to be for online gaming.

Essentially, the Transactor technology enables an open economy in online games, where you can truly build your characters up with weapons and items. However, you can also lose things in battle, giving the game some serious consequences. It also opens up trading amongst players and is the first online experience that really immerses the player into a different and very real world. In *Vigilance*, you'll be able to pick up weapons and find items along the way,

but watch out for other spies, because if they get you, they will take away your items forever!

Even without the online experience, *Vigilance* is on pace to be one of the most extraordinary games of the year. The game is a 3D, mission-based spy game that throbbles the player into the most realistic world we've ever seen. Developed specifically for 3DFX, *Vigilance* puts out more polygons than was previously thought possible. Simple objects, like a doorknob, take 60 polygons. The end result is an expansive, smooth, and gorgeous 3D world.

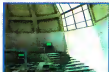
Of course, all the eye candy in the world doesn't make a great game, but the best element in *Vigilance* is actually the gameplay. The player selects an alter ego from multiple members of an elite anti-terrorist



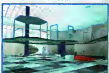
This is not a shot from the intro, this is actual game footage and it looks even better on a computer screen.

team and must sneak around dark offices looking for objects to complete the mission. Much like *Goldeneye*, silently taking out enemies is the only way to successfully navigate through several of the missions. Imagine this — you pick off a security guard from long range with a sniper rifle, then quietly walk into a dark office. Turn on your flashlight and look around for the secret documents. Finally, you take a picture and sneak back out past the other guards — absolutely awesome!

It's rare when a game comes along that causes us jaded gamers to get legitimately excited, but *Vigilance* did just that.



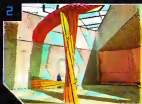
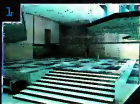
None of the textures in the game are repeated, giving each wall its own distinct look.



With large multi-level rooms, you see where plenty of enemies will eventually be placed.



This room reminds us of one of the luxurious offices in *007*.



1 Even the bars are polygonal, giving the game a richer look than any other.
2 The lighting in *Vigilance* is more real than the lighting in our office. Chuck out the refracted light along the wall — it actually changes as the day goes on. No, this isn't a picture of Bill's desk. There's no empty beer cans, for one thing...



1 You want special effects and colored lighting? Well, *Vigilance* is going to have plenty of that as well.
2 The graphics are so crisp, you could almost pick up one of the books and start reading.

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Lode Runner: Legend Returns

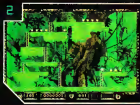
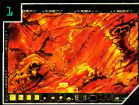
SYSTEM: PLAYSTATION
PUBLISHER: NATSUME
DEVELOPER: NATSUME
RELEASE DATE: JANUARY

One of the bonuses of this version of the game is the option to create your own levels.



Curiously, the theoretical cyclical nature of life seems to repeatedly translate over to the world of videogames more often than not. A good example of this compulsive tendency of the industry is the return of the Broderbund classic, *Lode Runner*, for the PlayStation. With the exception of colorful, newly designed backdrops, a 'construct your own level' mode, and a very cool tribal sound-track, the game plays with no noticeable differences than any other version of the game and therefore, will lure addicts of the older versions into investing even more time in front of a television.

Old school gamers, as well as puzzle fans, will truly appreciate Natsume's choice in publishing this classic forerunner of modern videogaming culture. They've updated it just enough to make it worth playing again, seemingly without detracting from the solid *Lode Runner* formula. Be ready to dig, climb, and grab those coins while burying the bad guys sometime at the beginning of the new year.



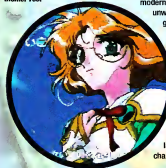
1 Choosing the background, music, lightsourcing, and platform designs also come part and parcel with this new option. 2 With only subtle changes in graphics, *Lode Runner: The Legend Returns* focuses more on gameplay. 3 Included are some Extra levels for die hard *Lode Runner* fanatics.



Magic Knight Rayearth

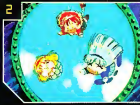
SYSTEM: SATURN
PUBLISHER: WORKING DESIGNS
DEVELOPER: SEGA OF JAPAN
RELEASE DATE: JUNE 1996

The intro cinema was taken directly from the anime and includes the opening theme. Yes!



The much plagued undertaking of one of the most highly anticipated RPGs on the Saturn looks like it might finally be wrapping up and coming to a close. Working Designs' lengthy translation of the anime-based title, *Magic Knight Rayearth*, seems to have produced an RPG true to its Japanese counterpart and hopefully worth the wait.

The story is constructed around three modern day teenage girls who are unwittingly called upon to be the guardians and protectors (known as the Magic Knights) of a medieval mythical land threatened by evil forces. The game follows the anime storyline closely, interweaving actual cinematics from the original Japanese TV series at certain intervals of the game. Action-oriented, rather than turn-based, *Rayearth* utilizes a large cache of voice-overs and character animations.



1 Important characters will each have voice-overs for their dialogue as well as cool little animated headshots of them in the corners of the text boxes. 2 The girls take an express flight to an alternate reality. Ain't sci-fi great? 3 This big battle ends his minions will cause a couple of thorns in your group's collective side.



Clef, Ferie, Cephilo, Mokono: the gang's all here and so are their original names, so *Rayearth* purists need not fear.



My name is Clef. I am the high priest of Cephilo, and your guide on this journey.

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REVIEWS

FEATURED THIS MONTH

Here it is, our joyous December issue. We've tried to make this our happiest issue of the year, 'cuz we know that some of you were really bad and didn't get any presents this year, except for that lump of coal. Not much fun, huh? Well, at least these reviews will be useful, kinda like getting socks or underwear.

INSIDE THE SCOREBOX

• **GRAPHICS** How a game looks is only a small part of the formula, but an important one. Great graphics can pull the player into a world and make the experience seem all the more real. **Weighted by 4.**

• **MUSIC** Again, music won't make or break a game, but if the soundtrack moves you in an RPG, or gets your heart pumping in a fighting game, it adds to the overall appeal. **Weighted by 2.**

• **SOUND EFFECTS** Good sound effects can actually help you to 'feel' the game better. Just imagine how much less of an impact a heavy punch would make if it only made a small 'tick' on contact. **Weighted by 2.**

• **INTERACTION** How well does the game respond to your commands? How much influence do you have over what's going on? **Weighted by 4.**

• **BALANCE** Is the game childishly easy one level, then frustratingly hard the next? Does your opponent have an unfair advantage? When you want to save, do you have to walk an hour back to the village? **Weighted by 4.**

• **DEPTH** Ever bought a game, fallen in love with it the first hour, only to beat it in two hours? A great game will take a long time to finish, and offer plenty of reasons to come back for more. **Weighted by 4.**

• **EXTRAS** Did the game's programmers go for that 'little extra', tossing in codes, hidden items, secret screens, or other added bonuses? **Weighted by 1.**

• **PRESENTATION** Does the game create a world that draws you in? Do the intro screens and menus reinforce this environment? **Weighted by 1.**

• **INNOVATION** A game can be loads of fun without offering anything totally new, but the classics are always the trendsetters. **Weighted by 1.**

• **RATING** The total sum of all the categories, divided by 23.



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THE RATING

The system is the result of hours of gameplay and endless toil, resulting in the most in depth (and, uh... really complex) rating in the industry

3.0 EXTRAORDINARY

2.0-2.9 ULTRA

1.0-1.9 VERY GOOD

0.0-0.9 GOOD

0.0-0.9 AVERAGE

0.0-0.9 LACKING

0.0-0.9 SERIOUSLY FLAWED

0.0-0.9 PURPLE CAPES

BOMBERMAN 64.....	PG 115
COLONY WARS.....	PG 118
COOL BOARDERS 2.....	PG 129
CRASH BANDICOOT 2.....	PG 108
DIDDY KONG RACING.....	PG 102
DUKE NUKEM 3D.....	PG 122
EXTREME G.....	PG 105
F-1 CHAMPIONSHIP EDITION.....	PG 112
HEXEN 2.....	PG 119
JEDI KNIGHT.....	PG 124
JET MOTO 2.....	PG 130
MISCHIEF MAKERS.....	PG 117
MX MYTHOLOGIES: SUB-ZERO.....	PG 120
NIGHTMARE CREATURES.....	PG 128
REEL FISHING.....	PG 116
RESIDENT EVIL D.C.....	PG 104
TEST DRIVE 4.....	PG 131
TOTAL ANNIHILATION.....	PG 123

REVIEW

NINTENDO



ニンテンドウ64



DIDDY KONG RACING

ONE MORE FOR THE ROAD

OK, so you've already heard that *Diddy Kong Racing* is basically an update of *Mario Kart*, with the emphasis on adventure rather than racing. So, the question is: How good an update is it?

There are lots of features in the game that you won't see in *Mario Kart 64*, such as the chance to fly planes or ride in hovercraft. You also get to race against boss monsters as you progress through the various stages.

Graphically, this is a hell of a lot better than *Mario Kart*, with smoother frame rate, better characters and a far more useful four player mode. This time you can pretty much always tell exactly what's going on.

The gameplay is a strange hybrid of racing and exploration. After you have won a race, you have to go back and play the track again, but this time collecting eight silver coins. This is harder than it sounds, since

the coins can be hidden anywhere on the tracks (levels?).

Using different vehicles also means a lot more variety for the player and definitely a lot more fun. The aircraft, in particular, present a cool challenge, since they can roll and loop.

Rare's character designers probably aren't big *Mortal Kombat* fans though; they included sickeningly cute freaks like Tiptup the Turtle and Pipety the Mouse. All these characters should be put to death immediately and the game should come with a barf bag. Irritatingly, the colorful band of wacky animals may put older players off, and that's a shame, because they'd be missing out on a fantastic game.

The way weapons work is particularly clever, with several pick ups available, all of which can be powered up (*Gradius* style) by collecting repeats of previous same-colored



goodies. This means that strategic decisions have to be made at the last moment, since you don't have a second to spare.

The adventure element Nintendo is pushing can be misloading — this is no platform game. All of these adventure elements take place in the confines of a racing environment. You can explore, but at the cost of first place. Your natural instinct will

be to blast around the tracks as fast as possible.

The artificial intelligence is better balanced than in *Mario Kart* with less unfair computer catch-up than seen in *Mario Kart* and *Wave Race* (many readers found that feature totally aggravating).

The pick-ups are particularly clever, with several pick ups available, and each enabling more



DIDDY KONG RACING

1 Spinning logs hinder your racing mobility, and cause untimely obstruction. 2 Two-player mode is quite fun, and doesn't suffer from slowdown as much as *Mario Kart* did. 3 One of the most important things about *Diddy Kong Racing* is spending time with it. Once you do, it's clear it's a different game than *Mario Kart*. 4 Kart racing, however, is very similar.



FLYING MONKEYS?

In a world where turtles and mice can drive Go-Karts, who's to say whether or not a monkey can fly a plane? Here at UGP, we found the airplane to be the most fun of all the vehicles, even though

you can't control it like you would a real plane. The control setup is more along the lines of *Starfox*, where a push of one or the other side button initiates a loop or a roll.



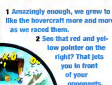
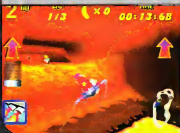
The backgrounds are more colorful and detailed than those seen in *Mario Kart 64*.

powerful ones depending on the choice you make. For instance, collect three balloons in a row (let's say you just got three blue balloons in a row) and your power-up is increased incrementally. It's wise to save speed power-ups to the end, so that you can burst past your opponents at a much faster speed than if you had collected one or even two balloons.

What's also interesting is that many of the courses are designed for all three vehicles. When you're playing, you can see crevices in the rock far too high for a kart or a hovercraft to get into. In other areas, you're forced to play in the same of vehicles.

Just remember that the game will grow on you. It's a keeper.

•FRANK O'CONNOR



The plane is absolutely the most fun vehicle to pilot of the three.



1 Amazingly enough, we grew to like the hovercraft more and more as we raced them.

2 See that red and yellow pointer on the right? That lets you in front of your opponents.
3 While the courses are short, they're intricate and built for all three vehicles.
4 Drifting is just as common as it was in *Mario Kart 64*.
5 Donkey and Banjo-Kazooie have been known to appear here.

ALTERNATIVES
Mario Kart 9.5
Motor Toon GP 8.3
Road Rash 7.3

THE LINE

•AUDIO & VIDEO

GRAPHICS	9
MUSIC	8
SOUND EFFECTS	8

•GAMEPLAY

INTERACTION	9
BALANCE	9
DEPTH	10

•SPECIAL

EXTRAS	9
PRESENTATION	10
INNOVATION	7

RATING

9.0

REVIEW

PLAYSTATION



プレイステーション



RESIDENT EVIL: DIRECTOR'S CUT

EVEN BETTER THE SECOND TIME AROUND?

Considering how long fans of *Resident Evil* have been waiting for a sequel to the PlayStation classic, *Resident Evil: Director's Cut* could be viewed as an attempt by Capcom to squeeze every last buck out of the first game before the new game arrives. The only thing is, *Resident Evil* is such a good game, that even as a rerun, it outshines most of the new games coming out for the PlayStation.

For gamers who have never played *Resident Evil*, the *Director's Cut* ranks up there as one of the best graphic adventures ever and personalities what next-generation videogaming is all about. The real question is, should the player who has already shelled out 50 bucks for the first game ante up an additional 40 for the *Director's Cut*?

Resident Evil: Director's Cut offers three different versions (Training, Standard, and Advanced) of

the first game and an awesome playable demo of *Resident Evil 2*. The Training game offers you more items like ammo and save tapes. The Standard game is the regular version of the game that every self-respecting PlayStation owner should already have.

The only really notable differences in this version of *Resident Evil* are in the Advanced game. Capcom has changed the location of items in the game, added new camera angles, and added some surprises.

If that was all the *Director's Cut* offered, there might be some reservation on recommending the game, but



Resident Evil just seems to get better with age. A classic, in the true sense of the word.



1 Like I said, there are definitely a few new surprises in the game. 2 New camera angles in the Advanced game help to spruce up the visuals. 3 It's always good to see old friends. "What's up?!" You lose a little weight or something? Lookin' good! You're money, baby!"

the addition of the *Resident Evil 2* demo makes this a must-have. This demo is awe-inspiring and will leave fans with their mouths watering. The fact that the demo offers a ton of gameplay is a big plus.

The only real disappointment is that Capcom seems to have reneged on its promise of a truly uncut *Resident Evil*. Some of the more gore sequences were deleted from the U.S. version of *Resident Evil*, and once again, the Japanese version of *RE: Director's Cut* has the gore. This is a small complaint in the big picture, but a *Director's Cut* shouldn't really have any censorship if it's going to live up to its name.

ROGER BURCHILL



Capcom, the masters of lock picking, will somehow manage to extract another 40 bucks from your piggy bank.



ALTERNATIVES
Resident Evil 9.2
 Overlord 6.6
 Clock Tower 6.3



*Director's Cut, Shremector's Cut. People are going to buy this game for the *Resident Evil 2* demo alone.*

THE LINE

AUDIO & VIDEO

GRAPHICS 9
 MUSIC 10
 SOUND EFFECTS 10

GAMEPLAY

INTERACTION 9
 BALANCE 10
 DEPTH 10

SPECIAL

EXTRAS 10
 PRESENTATION 9
 INNOVATION 7

RATING

9.5

ニンテンドウ64



REVIEW

N64

EXTREME G

Now with EXTRA FOG!

Well, if imitation is the highest form of flattery, then the folks at

Psygnosis ought to feel pretty darn good about themselves. Acclaim's *Extreme G* is very, well... flattering towards the justifiably classic racer, *Wipeout XL*. In looks, gameplay, and speed, both titles have a surprising number of similarities, but it's the differences between the two that are the most telling about the quality of Acclaim's new racer.

In a few areas, *Extreme G* surpasses its predecessor, most notably in its multiplayer options. By supplying gamers with a fast, split-screen mode for up to four players, this title offers strong gameplay for groups rather than just single players.

Extreme G also boasts a more varied and gut-wrenching track design than *Wipeout XL*. The developer included more sharp rises and precipitous drops than in any racing title before. If perhaps that isn't enough to wrap one's stomach up tighter than William Shatner's girdle during his *TJ Hooker* days, then the full twists and gigantic loops will make players wish they hadn't eaten

Tunnels like this give players the opportunity to ride on the walls.

before starting the race.

The comparison between the two titles also sheds some light on *Extreme G*'s frailties. Compared to *Wipeout XL*'s crisp graphics and clean textures, Acclaim's racer comes up short, thanks to Nintendo 64's proprietary 'FuzzyVision'. This is a necessary sacrifice to keep the frame rate high, but

frustrating nonetheless.

The techno soundtrack in *Extreme G* is unexpectedly decent for cartridge-based music, but lacks the edge that a great soundtrack adds to a game. The vehicle design is standard as well, with futuristic cycles that look like they made a wrong turn at the *Tron* II casting call. These cycles simply don't have the character or design elements to draw players deeper into the world behind the races.

What this title does offer, however, is the fastest, most nerve-wracking racing yet on the Nintendo 64. While it doesn't quite match the level of quality as the title it strives so hard to be, *Extreme G* is a game that should be a welcome addition to any speed-freak's videogame library.

by DAN EGGER



We've finally found the source for all the fog in this game.



With twists like this on the tracks, keeping a bottle of Pepto Bismol close may not be a bad idea.



A different choice of paths could have this cycle jumping between these pipes about now. Too cool!



This drop alone is almost worth the price of admission.



Somehow the fog manages to stay out of the tunnels.



Apparently the teamsters who built the tracks were a little behind schedule and this course wasn't quite finished.



ALTERNATIVES

Moto Racer 7.7

Marx TT 7.1

VPX Racer 6.5

THE LINE

AUDIO & VIDEO

GRAPHICS 5

MUSIC 7

SOUND EFFECTS 7

GAMEPLAY

INTERACTION 8

BALANCE 8

DEPTH 9

SPECIAL

EXTRAS 8

PRESENTATION 8

INNOVATION 6

RATING

7.9

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REVIEW
PLAYSTATION

プレイステーション



CRASH BANDICOOT 2

CRASH GOES NEW-AGE COOL IN CRYSTALLINE PERFECT SEQUEL

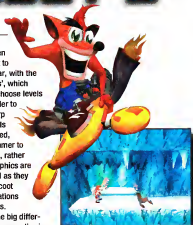
As one of the big contenders in last year's console mascot wars, *Crash Bandicoot* may not have relied on ultra neo-technological gimmicks in making his debut title a roaring success, but he did have a certain charm, which managed to place the game at the top of the charts with all of the other PlayStation blockbusters, like *Resident Evil* and *Gameday*. On his sophomore swing around the block, Crash has landed in an even bigger adventure, packed with a sinister plot, new and usual odd suspect

characters, and a couple of new ways to get around. A bigger adventure also means more secrets and bonuses, which were defining staples of gameplay for the first game.

But has Crash matured at all? It's difficult to say. On the whole, the gameplay appears untouched, but Naughty Dog has added different enemies, new techniques, which include a belly flop and crawl, and craftier ways to sniff out hidden areas, which make for both gameplay frustration and reward when you've successfully completed a stage with an 100%

score. Naughty Dog's even gone so far as to attempt to make the game less linear, with the inclusion of 'Warp Rooms,' which allow Crash to pick and choose levels from a central area in order to progress to the next 'Warp Room.' Although the levels are still mainly track-based, this feature allows the gamer to focus on control and skill, rather than exploration. The graphics are still as clean and detailed as they were in last year's bandicoot outing, with newer animations and smoother movements.

So, what's the big difference? The difference lies in *Crash 2*'s massive framework of level structure and overall depth. With over 30 levels and a more complicated and tricky network of gems and level requirements in order to receive an 100% rating for each stage, *Crash 2* definitely packs a longstanding punch that consistently challenges old-school platforming skills by adding in a little adventurous complexity. With all of Crash's newly acquired abilities, whether airborne, water-logged or grounded, his strength and appeal lies in his knack for providing



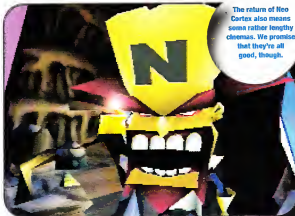
With a bunch of new dangers to dodge, Crash will have to use all of his newfound abilities to survive.

tougher platform obstacles to test those who thought that they'd outlived the era of true platform games. He's probably the only mascot who's still got it in him, which makes this title a pure gem.

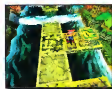
BY FRANCESCA REYES

ALTERNATIVES

Pendemonium - 8.1
Croc - 8.5
Crash Bandicoot - 8.8



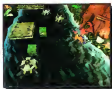
The return of Neo Cortex also means some rather lengthy chessmats. We promise that they're all good, though.



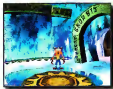
Look for the question marks plastered on the ground to access bonus rounds.



And here we are in a Bonus Round, ready to rack up apples and lives like there's no tomorrow.



Fancy a dip in the stream? Crash can't take too much water without his handy jetski.



The Warp Room allows for a different level entries, as well as a SAVE POINT! Hallelujah!

THE LINE

AUDIO & VIDEO

GRAPHICS 10
MUSIC 8
SOUND EFFECTS 8

GAMEPLAY

INTERACTION 10
BALANCE 9
DEPTH 9

SPECIAL

EXTRAS 9
PRESENTATION 8
INNOVATION 8

RATING

9.1

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REVIEW
PLAYSTATION

プレイステーション

F1 CHAMPIONSHIP
EDITION

EVEN BETTER THE SECOND TIME AROUND?

Psygnosis scored massive critical acclaim with the original PlayStation version of *Formula One*, but there were some glaring omissions which baffled the gaming public. A race game with no two player mode? What was that all about? Well, the good news is that Psygnosis has addressed most, if not all of the issues raised. This is a big step forward.

Let's start with what happens when things go wrong. In the first incarnation of the game, crashing was a completely dull experience. Your car just kind of stopped. This time, there's plenty of animation, as your vehicle tumbles and bounces

around, occasionally pulling off tricks reminiscent of a skateboarder. The crashes aren't perfect, but a big step forward from simply grinding to a halt as in the previous version.

The handling of the car seems to be a lot more realistic too, in both arcade and simulation mode — but that could be an added sensation from the new crash physics. One point of note is that the control in the arcade mode is a bit too tight, and really can't compare to other pure arcade racers. The options, which were encyclopedic in the first game, are almost overwhelming this time around.

There's very little you can't do to alter the make up of the game.

Unless you're really good, expect to see the rear of a lot of other racers.



All crashes are different. This driver is saying 'AAAAEEEEEE!!! NOOOOOOOO'...



...while this driver is saying 'Ack!!! Ugh! Ugh! Yaarrgh!!!'

The most important change of all though, is the addition of a two player mode. Now you can match wits and engines with your friend in a multi-player duel of epic proportions. Sure this doesn't make the one-player game any better, but the life of the game is escalated now that it can be pulled out for head-to-head races.

All in all, *Formula 1 Championship Edition* is everything that the original wanted to be and more.

by FRANK O'CONNOR



1 You can select which team and driver you'd like to be.

2-4 There are several different views to choose from in *Formula One Championship Edition*.

ALTERNATIVES

Mario Kart 4.5
Motor Toon GP 6.1
Road Rash 7.3



THE LINE

AUDIO & VIDEO

GRAPHICS	8
MUSIC	7
SOUND EFFECTS	7

GAMEPLAY

INTERACTION	10
BALANCE	8
DEPTH	9

SPECIAL

EXTRAS	9
PRESENTATION	10
INNOVATION	6

RATING

8.4

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ニンテンドウ64



REVIEW

N64

BOMBERMAN 64



HUDSON'S FLAGSHIP GOES 3D WITH A BANG!

Well, if you're a Bomberman purist, then there is nothing as exhilarating as crushing three opponents in the multiplayer mode of *Super Bomberman 2* for Super NES. Nothing. The reason is simple: *Super Bomberman's* multiplayer mode reached its goal perfectly (possibly even better than Hudson had intended), blending quick-thinking, close and long-range attacks, random power-ups, and balanced, all-out

warfare into a tight 2D arena.

Multiplying in *Bomberman 64* is more like *Puyo Puyo*, so gamers don't claw their way out of little alleyways; they're dropped into full range battle arenas. Up to four players can take part using the N64's built-in ports, dead players can rejoin as ghosts and piggback on opponent's backs; and several equally clever arenas are available. Some are simple squares, resembling the last minute of the plain multiplayer arena from *Super Bomberman*. Others are based on full 3D ramps and bridges, with harrowing drop-offs and ledges. Either way you look at them, kicking and throwing mayhem is easily and quickly attainable and, even better, Bombers retain the ability to grab bonuses as well as pumping their bombs up to full size for massive chain reactions. You can knock opponents semi-unconscious, pick them up, and you can still play tag-team, albeit slower than in *Super Bomberman*.



The isometric perspective is actually quiet, though traditional Bomberman fans will cry bloody murder.

- 1 With few seconds left, humongous fire balls fall from the sky. If you don't see their shadows, you're dust, pal.
- 2 Little secrets, like this passage, help to make the one-player game engaging.
- 3 Find all four warps and the level is practically yours.
- 4 The first boss is tricky, and sometimes the perspective, which is not controllable, is annoying.
- 5 Drop and bomb and pick it up quick to hit this bad of bird.

The single-player mode contains the large, 3D, explorable worlds and action-based adventuring we experienced in *Super Mario 64*, and still retains the quick, on-the-fly strategy of the multiplayer game from the past.

The single-player world is 3D and viewed from an isometric perspective. Polygonal constructs fill the worlds with layered buildings, ancient bridges, dangerous rivers, killer cliffs, hidden paths, spectacular looking warps, and hordes of the bizarre enemies. Players can pump up their bombs to at least twice their original size, making them each that many times more powerful. Kicking and throwing are built-in abilities, leaving the collection of familiar power-ups slightly slimmer, but no less valuable. Extra lives, health bonuses, flames, and special power-ups, like timed bombs and others, are still part of the arsenal.

The gameplay in *Bomberman 64*, in the final analysis, is refreshing and relatively progressive, while not being terribly surprising. *Bomberman 64* has evolved into the 64-bit universe, bringing along the simple charms it's always been loved for in a good, solid package.

DOUGLASS PERRY



ALTERNATIVES

Super Mario 64 - 10
Puyo Puyo - 8.9
Super Bomberman 2 - 8.2



Your players are ready, but are you ready to Bomb?

THE LINE

AUDIO & VIDEO

GRAPHICS	8
MUSIC	7
SOUND EFFECTS	7

GAMEPLAY

INTERACTION	7
BALANCE	7
DEPTH	9

SPECIAL

EXTRAS	8
PRESENTATION	9
INNOVATION	8

RATING

8.0

REVIEW
PLAYSTATION

プレイステーション



REEL FISHING

BEWARE WHAT LURKS BENEATH THE MURKY DEPTHS OF JAPANESE STREAMS

Maybe I should preface this review by saying I am an avid fisherman, and few things in life are better than a trip to a quiet mountain stream where trout are plentiful. However, because of one simple game, I have developed a fear of fish that may just keep me away from the water for a long time.

That game is *Reel Fishing*, and what it holds inside is enough to scare any angler out of his waders. Yes, I'm talking about super trout that are able to perform feats heretofore unheard of in the annals of fishing. Maybe these denizens of the deep are common in Japan, where this title originated, but over here in the land of the free, it's a whole different story.

At first, players won't realize



Players have total control over what fishing tackle they can use.



This guy gives tips for better fishing, but he's really not very helpful.

the nature of the creatures they are destined to face. The game does a wonderful job hiding that behind serene music, and a quiet fishing dojo from which the game begins. Even as players arrive at the lair of these unnatural underwater dwellers, they are lulled into a false sense of security by the gorgeous scenery and soft ambient sounds.

To prepare for the oncoming battle, the game allows players to choose their own weapons of warfare. Whether it be a standard worm on a rounded hook connected to a plastic float and a short rod, or just a simple fly and pole, players are given complete control over what they use to catch the beasts. Not that it matters, though—these fish are just waiting for some poor sap to try to nab them, and when they inevitably take the bait, the virtual anglers soon realize they are in the wrong of their heads.

The trout I know (not these über-trout from across the sea) are generally not tricky enough to require a lengthy battle before coming ashore. However, the fish in this title are strong and smart enough to have even the most seasoned angler yearning for a stick of dynamite and a net to catch them all.

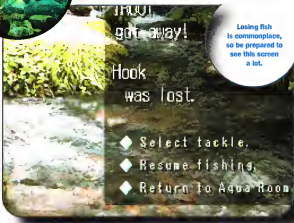
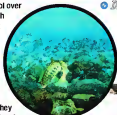
Naturally, the game offers no help for a fisherman in trouble. The few hints it does offer are about as useful as a screen door on a submarine. Consequently, much of the game is spent losing fish, and then watching them swim off

laughing that awful fish-laugh under their breath.

Once players learn the tricks to fishing, the title is far more enjoyable, but the learning curve is so steep that only the most dedicated gamer will stick around long enough to reach this point. Even though this title features beautiful scenery, and a perfectly suited soundtrack, the overly difficult and monotonous gameplay hurts its final score.

—DAN EGGER

This fish is just setting up a move that would make Houdini proud.



Losing fish is commonplace, so be prepared to see this screen a lot.



ALTERNATIVES

Bass Master Classic — 6.0
Treasures of the Deep — 6.0
Worms — 9.4

THE LINE

AUDIO & VIDEO

GRAPHICS 7
MUSIC 9
SOUND EFFECTS 8

GAMEPLAY

INTERACTION 4
BALANCE 3
DEPTH 4

SPECIAL

EXTRAS 4
PRESENTATION 7
INNOVATION 7

RATING

6.1

ニンテンドウ64



REVIEW

N64

MISCHIEF MAKERS

TREASURE'S LATEST 2D TITLE JUST GETS WEIRDER AND WEIRDER

Well, *Mischief Makers* (Yuke! Yuke! Troublemakers in Japan) is one of those odd little titles that tends to create a small dedicated audience among gamers. Could this be because the game's storyline revolves around a kidnapped professor and his robotic maid who's also the game's heroine, Marina? Or that gameplay-wise, your main attack consists of grabbing, shaking and throwing objects and enemies? With that said, the terms 'acquired taste' and 'fringe gaming' come to mind.

Treasure's past titles, *Guardian Heroes* and *Gunstar Heroes*, combined a successful mix of frenetic fast-paced action, distinctly individual character designs, and insanely fun two-player

modes. The latter is the only missing element in *Mischief Makers* and it's keenly felt throughout the game. The action, though quick and at times, seems a bit segmented due to controls that require the gamer to master a rather steep learning curve in order to at least manage them. All of Marina's abilities require you to utilize every skill available in order to defeat different bosses and survive the varying levels. A cooperative two-player mode might have added some interesting twists to the conventionality of side-scrolling platform action.

The gameplay feels up to par with the highly unique universe created within *Mischief Makers*. You'll spend most of the time swinging from Clamball to Clamball through five large worlds, while launching enemies into lava pits and shaking objects to obtain useful items. And, although the 2D graphics are incredibly antiquated compared to what the N64 is capable of, *Mischief Makers*' nicely detailed characters and land-

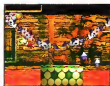
scapes show a fair amount of flair, with a subtle amount of transparencies and the like.

It's an odd thing to see an understated 2D title on a powerhouse system like the N64, but for those who loved Treasure's past successes or those up for an odd journey through the more bizarre annals of 16-bit nostalgia, *Mischief Makers* is definitely up your alley.

by ANCESCA REYES



To mix up the gameplay, a few entertaining contests and side-quests have been thrown in for good measure.



Each level will have a slightly different objective that will require you to use all of Marina's arsenal of skills and moves.



You'll come across plenty of odd Clancor civilians to talk to. They'll sometimes help you out from time to time.



You guessed it! The snow world has become the defining staple of any good platformer. If it ain't got one, it ain't a real game!



Marina can interact with and control different vehicles throughout the game.



The mighty N64 shows off its graphical prowess with its first 2D title... not.

ALTERNATIVES

Guardian Heroes 8.5

Mega Man X4 6.4

Poy Poy 8.9

THE LINE

AUDIO & VIDEO

GRAPHICS	7
MUSIC	5
SOUND EFFECTS	7

GAMEPLAY

INTERACTION	7
BALANCE	6
DEPTH	7

SPECIAL

EXTRAS	7
PRESENTATION	7
INNOVATION	6

RATING

7.0

REVIEW

PLAYSTATION



プレイステーション



COLONY WARS

THIS IS THE WAY SPACE GAMES WERE MEANT TO BE!

You know, I've always had some major issues with space combat games. It's not that I don't like the genre, it's just that the games all shared the same annoying flaws. The major problem is that space is a boring backdrop and without buildings to zoom past, there is no feeling of speed, not to mention that with everything looking the same, it is very easy to get lost in space. This all explains why I wasn't even a little excited about seeing *Colony Wars* for the first time. However, when I sat down with the developers and realized that they had addressed and fixed all of these problems, I started to become a believer. Then, as new versions of the game kept showing up, the entire office was swayed by the complete game. And finally, this reviewable copy came in and it does not disappoint.

The spacedust zipping by the ship is the perfect method to achieve a feeling of speed. The nebulas, suns, and perfect 3D map make sure that you can always tell where you are.

The one problem *Colony Wars* couldn't overcome is that all of the levels look similar, since they are in space, but the variety in style of missions is awesome. Beyond all of that, the best part of *Colony Wars* is the feeling that you are a

The dogfights in *Colony Wars* are exhilarating. Try to track down the enemy, take down their shields and then finish 'em off.

small part of an epic space battle. How can I describe the feeling of being a small fighter zooming past a fleet of Star Cruisers dueling it out — it's just amazing.

The goodness doesn't stop there. Every element of *Colony Wars*, from special effects to presen-



The rendered intro and cut-scenes are gorgeous and they help explain the saga.



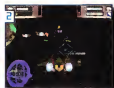
COLONY WARS

tation to the story, are done extremely well. Controlling the craft is easy, intuitive, and effective, but for

those who have some problems, there are training missions. The James Earl Jones sound-a-like voice and the John Williams-esque score make *Colony Wars* the videogame answer to *Star Wars*. The only thing missing is the license, but the games that have the *Star Wars* license can't even come close to the depth, speed, and fun of *Colony Wars*.

To say *Colony Wars* is the best space-shooter ever would be understating how much of a leap this game is over the competition. It's that good!

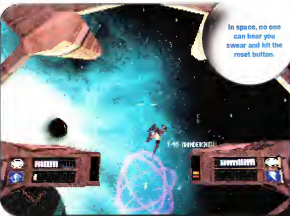
• MIKE MON



1 Strangely enough, space is filled with huge round things. Go figure... 2 Being placed in the middle of an epic battle is one of the best parts of *Colony Wars*. 3 Keeping the levels looking different are elements like this sun and nebula. 4 The inside the ship view is the favorite around the office.

ALTERNATIVES

X-Wing vs. Tie Fighter 9.3
Ace Combat 2 9.2



In space, no one can hear you swear and hit the reset button.

THE LINE

AUDIO & VIDEO

GRAPHICS 10
MUSIC 9
SOUND EFFECTS 9

GAMEPLAY

INTERACTION 9
BALANCE 10
DEPTH 9

SPECIAL

EXTRAS 10
PRESENTATION 10
INNOVATION 10

RATING

9.5

コンピュータゲーム

REVIEW
PC CD-ROM

HEXEN 2

WAR, FAMINE, PESTILENCE, DEATH... YIPPEE, IT'S ALL HERE!

Raven Software's relationship with id Software has been a fruitful one thus far. With the successful titles *Heretic* and *Hexen* under its belt, it was only logical for the developer to take the next step

and move its popular series onto id's mind blowing *Quake* engine. And now, *Hexen 2* has arrived. And once again, Raven and id display why they are considered the elite among PC software developers.

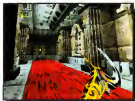
Hexen 2 takes place on the world of Thyrion, a planet that closely resembles medieval Earth. Players have the choice of choosing from four different character classes: Necromancer, Assassin, Paladin, and Crusader.

Which ever character is chosen, the objective remains the same: vanquish the evil only known as Eldon and his Four Horsemen of Apocalypse. Along the way, the journey leads the player through many different realms such as Ancient Egypt, a medieval European countryside, and the Amazon Basin.

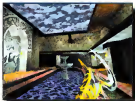
In addition, players of *Hexen 2* will once again find themselves journeying back and forth through interconnected



A brass Golem awaits a confrontation with you below.



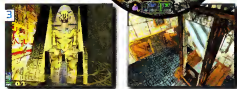
Much of *Hexen 2*'s architecture is based on the Greek and Roman way.



This Roman hub is full of detail. Check out the awesome light-sourcing.



- 1 The Necromancer has a sickle for a starting weapon.
- 2 The Cathedral is one of the most impressive stages in the game.
- 3 *Hexen 2* is full of jaw-dropping graphics. Take this mummy, for instance. Few people know that the Egyptians invented the aerobic workout.



levels (much like the original *Hexen*'s Ethereal travel). The game also offers a wide variety of enemies for the player to kill. These monsters range from Medusa herself to Crystal Golems and boy, are these suckers smart. Often, monsters will swoop down or behind the player, pummeling him or her with a barrage of attacks. While this may frustrate the

The Four Horsemen are very tough, but not invincible.

Does this guillotine work? Let's just say it's a little more than interactive. Anyone want a close shave?

average kill everything with the rocket launcher" action buff, RPG and adventure fans will savor the covert approach that must be taken when dealing with these fiends.

Hexen 2 delivers on all the expectations. The level design is top notch and is just a tad short of beating LucasArts' *Jedi Knight* in the intricacy department. While the deathmatch play isn't as straight forward as *Quake*, it does offer a unique experience. It's 20+ hours of game-play and deathmatch feature will keep you hooked for months. If you haven't picked up a 3Dx card yet, I highly suggest you do. There's no better way to experience this game.

• JASON MONTES

ALTERNATIVES

Hexen 2 - 7.4
Powerslave - 7.7
Quake - 8.6

THE LINE

AUDIO & VIDEO

GRAPHICS 9
MUSIC 6
SOUND EFFECTS 8

GAMEPLAY

INTERACTION 10
BALANCE 7
DEPTH 10

SPECIAL

EXTRAS 9
PRESENTATION 10
INNOVATION 7

RATING

8.6

REVIEW

PLAYSTATION



プレイステーション



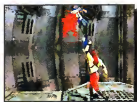
MK MYTHOLOGIES: SUB-ZERO

MIDWAY CLAIMS THIS IS THE FIRST OF A SERIES. GOD HELP US!

Way back when we first heard of *Mortal Kombat Mythologies: Sub-Zero*, we thought, 'Wow, that game sure has a long name.' Then we thought, 'An action game based on the incredibly popular *Mortal Kombat* franchise—that should be really awesome.' The idea of guiding Sub-Zero through platform-like levels, populated with tons of bad guys, was intensely attractive. We couldn't have been more wrong.

The first thing you notice in *Sub-Zero* is how dated the game looks. Everything is confined to a frustrating two dimensions—Sub-Zero can only ever face left or right. And, although the characters are all digitized from actors, as is the *Mortal Kombat* norm, the sprites are blocky and unappealing. Even with the current retro-gaming craze in full force, this game looks like it should have been released on the Genesis.

This wouldn't be so bad if the



There certainly is a lot of blood in *Mortal Kombat Mythologies*...

game played as well as, say, *Mortal Kombat 2*. It doesn't. First of all, you're stuck facing only left or right. What's worse, you have to make yourself turn around by pressing a shoulder button. This can get confusing when fighting someone who keeps jumping over your head to the other side (and it's incredibly slow to happen as well). You could fix yourself a sandwich in the time it takes Sub-Zero to turn around, and by then, you're already dead. Jumping over



...which, of course, is just an excuse for even more gore! Woohoo!

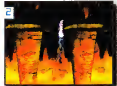
pits and such is also a pain, as jumping is accomplished by pressing up on the D-Pad. Try pressing right to walk, R1 to run, and up to jump. And then wonder why you keep falling.

By the time you get the anti-intuitive fighting mechanism down, you'll be sorely disappointed. All of the bad guys you fight are essentially the same, with a few variations thrown in for good measure. Apparently, all the henchmen in the *MK* universe are bald and wear

'Hammer' pants. By the time you get to the bosses, you're too frustrated to even care that the difficulty is set way too high.

Another case of a developer thinking 'annoyingly hard' means 'challenging.'

To its credit, *Mortal Kombat Mythologies: Sub-Zero* has tried to mesh the fighting genre with action and RPG. Sub-Zero can use items, and gains special moves as his experience goes up (from hitting people, naturally). The expensive FMV sequences are pretty cool as well, with good-looking babes in tight-fitting medieval wear. However, this is all for naught, as the game is just



1 *Mythologies* does have an interesting RPG element—we'll give it that. 2 The platform sections could've been really cool, but shoddy control sabotages the gameplay. 3 The bosses are just way too hard, even on Easy.

unplayable. This is the reason why videogame journalists get jaded.

ADAM DOUGLASS

ALTERNATIVES

Mortal Kombat Trilogy 7.7
Die Hard Arcade 6.2



Check out that light-sourcing—one of the few cool graphics tricks in *Mortal Kombat Mythologies: Sub-Zero*.

THE LINE

AUDIO & VIDEO

GRAPHICS	6
MUSIC	8
SOUND EFFECTS	6

GAMEPLAY

INTERACTION	2
BALANCE	3
DEPTH	5

SPECIAL

EXTRAS	6
PRESENTATION	9
INNOVATION	4

RATING

4.8

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REVIEW

SATURN



セガ サターン



DUKE NUKEM 3D

DUKE NUKEM BLASTS HIS WAY ONTO THE SATURN IN STYLE

Thanks to Sega and Lobotomy Software, Saturn owners are finally getting their share of the Duke Nukem 3D experience. But how does this version stack up against the game's other console incarnations, and more importantly, it's PC forefather? Believe it or not, the tongue-in-cheek action extravaganza has arrived on the Saturn amazingly intact, and it's still just as fun.

Thanks to Lobotomy's Powerslave engine, the game runs

fast, smooth, and even manages some impressive light-sourcing not seen on the PC. In short: It looks like Duke Nukem done right. And although some of the subtle touches — such as revolving doors — have been sacrificed for framerate's sake, and the textures are obviously lower resolution, you'll be too engrossed in the game to even notice.

As for the soundtrack, the classic Duke Nukem 3D tunes have never sounded better. Control? For fans of other Saturn first-person titles, it

might seem a little loose at first, but after a couple of minutes, it feels like second nature, especially with the Saturn analog pad. Everything from freely looking around to strafing side to side is there for the using. On the downside, the lack of a split-screen mode is disappointing, but if you're a NetLink owner, you're in luck — the game fully supports the peripheral.

Where Duke Nukem 3D really hits the mark is in recreating the feel of the original PC hit. Everything you've come to expect from the

game, from the snappy one-liners to the scantily clad (read: downright R-rated) dancers have made the cut, faithfully recreating the atmosphere that only a Duke Nukem game can deliver.

In the end, the game comes across looking, sounding, and feeling amazingly close to its PC counterpart. If you loved the game of the PC, or are simply a Saturn owner looking to add a solid action title to your collection, Duke Nukem 3D is definitely worth a look.

BY RANDY NELSON



You asked for the R-rated material, you got it. The scantily-clad dancers are in there, too...



Lost your way? Duke 3D's automapping feature has gladly made the trip over from the PC.

ALTERNATIVES

Final Doom - **B+**
Hexen 2 - **B+**
Quake - **B+**



In the immortal words of Duke himself, "Damn! Look at all the pixels!"



Check out those lighting effects! Duke Nukem 3D pushes the Saturn's 3D capabilities to new levels.



The revolving doors didn't make the cut. Thankfully, more memorable ones, like this, did. Burning down the house, anyone?



Sure, Duke might be armed to the teeth, but you'll also need to use your noggin if you want to make it through the game.



Just as in the original PC game, security cameras play an important role in deathmatch.

THE LINE

AUDIO & VIDEO

GRAPHICS **9**
MUSIC **9**
SOUND EFFECTS **8**

GAMEPLAY

INTERACTION **9**
BALANCE **9**
DEPTH **8**

SPECIAL

EXTRAS **8**
PRESENTATION **10**
INNOVATION **7**

RATING

8.0

コンピューターゲーム



REVIEW

PC CD-ROM

TOTAL ANNIHILATION

THIS ISN'T YOUR DADDY'S REAL TIME STRATEGY GAME...

Hou know, it's not too hard to clone a game like *Red Alert* or *WarCraft*. Yet, in the recent barrage of real time war games that have hit consumers, only one has reproduced the excellent gameplay displayed in the aforementioned titles. That game is CaveDog's *Total Annihilation*.

Using all sorts of mechanisms, ranging from robots to amphibious tanks, *Total Annihilation* nearly overwhelms the player with its huge assortment of units and structures. Over 150 different units are available to choose from, making the strategy process very

tough and maybe even disorienting at first. But two things that set *Total Annihilation* apart from the recent C&C clones are its interface and its graphics. The interface is simple to pick up on and very intuitive. As a matter of fact, real time veterans won't have to pick up the manual to start playing. Then, there's the polygonal graphics coupled with different types of terrain that are rendered in true 3D with all of the elevations and depressions of a real landscape. This not only serves as good eye candy, but it also serves as a whole new strategic element to consider and is a testament to how far the genre has come in the past year.

CaveDog will be offering more units to the already heaping roster for players download once the game is released. If this isn't enough, the map sizes in multi-player mode spaced out according to how much RAM the user has on his or her machine. So, if you have 64MB of RAM, expect a map so big

that ground units could take literally hours exploring!

If there was one thing that hurts this title, it's the units themselves. A lot of the units look so similar that players may have problems distinguishing them from one another in the heat of the action. Other than that, *Total Annihilation* is the cream of the crop. Real time junkies shouldn't pass on this title and neither should newbies to the genre.

by JASON MONTES

REQUIREMENTS

- Pentium 333 or higher
- 16 MB RAM
- Windows 95
- Direct X5
- 4X CD ROM Drive



Boats are excellent transport units, but slow nonetheless.



These Spider units have no problems climbing up steep hills.



Some waterways are shallow enough for ground units to cross.



Try not to fall into the lava. The results could be devastating.



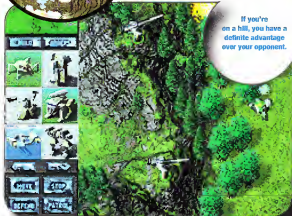
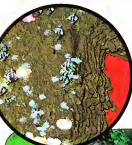
Bombers can make bombing runs from ridiculous heights.



The different types of terrain represented in the game truly provide a unique experience.

The action never slows in *Total Annihilation*.

If you're on a hill, you have a definite advantage over your opponent.



ALTERNATIVES

Command & Conquer - 8.2
C&C: Red Alert - 8.8
Z - 7.5

THE LINE

AUDIO & VIDEO

GRAPHICS	9
MUSIC	10
SOUND EFFECTS	10

GAMEPLAY

INTERACTION	10
BALANCE	9
DEPTH	10

SPECIAL

EXTRAS	10
PRESENTATION	10
INNOVATION	9

RATING

9.6

REVIEW

PC CD-ROM



コンピューターゲーム



JEDI KNIGHT

REQUIREMENTS

- Pentium 100
- Windows 95
- 32 MB RAM
- 2x CD Rom

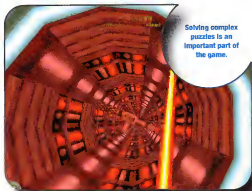
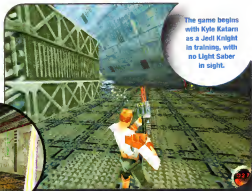
THIS SHOULD MAKE WAITING FOR THE NEXT STAR WARS MOVIE A LOT LESS PAINFUL

When Dark Forces first appeared on the PC and then on the PlayStation, most experienced action gamers pegged it for what it was — a pretty good *Doom* clone with a great movie license. The good news is that this is not the case with *Jedi Knight*. The game still features the same great *Star Wars* license and borrows from the familiar collection of Lucas icons several times throughout, but this is anything but an average action game.

Among the many recognizable characters and objects in the game are storm troopers, Tie Fighters, and Chewbacca's laser cross bow. The game also maintains that classic *Star Wars* look throughout and, though the storyline does not directly correspond with any of the movies, the characters all have an easily identifiable *Star Wars* quality about them. The

point is, this is not just a generic first-person shooter with a big draw license attached to it. This is a product worthy of the *Star Wars* legacy.

There are several factors that make *Jedi Knight* such a great game, but at its core, the game is exceptional because of the staggeringly good level design. As opposed to most first-person shooters, which simply provide a series of corridors and arenas in which to shoot the enemy, *Jedi Knight* has the feel of an actual living environment, one which would carry on with or without your involvement. In fact, the game is designed so well that your presence ends up



Solving complex puzzles is an important part of the game.

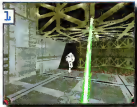
feeling like more of an unwanted intrusion — which conveniently corresponds with the storyline of the game. There are several techniques used to achieve this important quality, but first and foremost it is achieved by giving the enemy characters something to do other than just wait around for you to kill them. It's not uncommon, for example, to come around a corner and find a full fledged bar brawl in effect.

Another aspect of *Jedi Knight* which puts it ahead of its first-person shooter cousins is the ability at any point to switch from first to third person perspective. It could probably be argued that the game was designed for first-person play and in most cases performs slightly better in this mode, but there are several points in the game where the third person view is actually preferable. For exam-

ple, in the duel levels (the basic equivalent to a boss level in a traditional platform game, only cooler because it's dueling with Light Sabers) it's far easier to play in third-person so that you can tell when you're being attacked from behind or some other point not visible in a first person perspective.

The gameplay is further enhanced with the addition of Force Powers which are a collection of special powers which can be developed either on the light or dark side of the Force. Among the many Force Powers which can be earned throughout the game are Force Pull, which pulls your enemy's weapons away from them; Force Jump, which allows you to jump to incredible heights and Force Throw, which is a Dark Side Force that hurts loose items at your enemies from all sides. The Force

1 The map feature is handy for navigating the complex environments. 2 Using Force Powers is a big part of what makes the game so different from other action games. 3 It looks like *Star Wars*, it sounds like *Star Wars*, it must be *Star Wars*. 4 Here's Kyle Katarn demonstrating the "Hold Your Breath in Deep Space" Jedi trick!



THE FORCE OF MULTI-PLAYER

While *Jedi Knight* could easily be considered one of the finest single-player first-person shooters of all time, it's arguably just as good on the multi-player front. Supporting up to 32 players at a time, the game features a long list of death-

match levels with secret ambush spots, booby traps and plenty of fire-power lying about. Even going up against tough competition from *Quake 2* this season, *Jedi Knight* should fare extremely well and may even find itself on top.

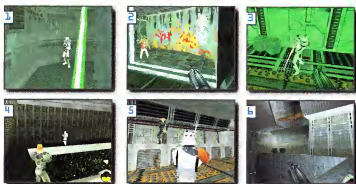
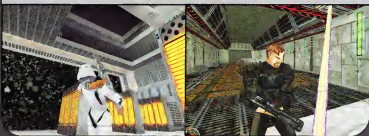


A wide variety of powerful weapons help satisfy even the staunchest action fan.

Powers are especially satisfying in the Multi-Player arena, where opponents can be humiliated in a number of ways.

Finally, what makes *Jedi Knight* such an addicting challenge is the adventure quality of the gameplay. This is not just a 'shoot everything that moves' action game. In fact, the game probably has more in common with *Tomb Raider* than *Quake*. The adventure aspect of the game is further enhanced by a long series of high-quality cutscenes and an actual cohesive storyline which invites the player to follow one of two paths—that of the Light Jedi or the Dark side. This, combined with several challenging puzzles that relate very closely to the storyline, creates a very rewarding experience which should not be missed by any *Star Wars* fan or fan of the genre.

• PATRICK BAGGATTA



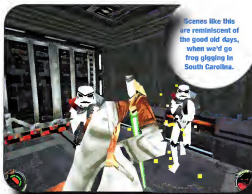
1 The game can be played in one of two views, first-person or third.

2 The enemies are a little blocky at times, but there is no shortage of enemy characters of all varieties.

3 This is what *Jedi Knight* would look like if you wore goggles full of lime jello. 4 This Battle Station cost a ton of bucks and they still didn't get the hardwood floors!

5 Before becoming a Jedi Knight, Kyle studied under Spider Man.

6 Long range shots are among the most satisfying in the game. 7 Fighting with the Light Saber is a more up-close-and-personal experience than most action games offer.



Scenes like this are reminiscent of the good old days, when we'd go frog goggling in South Carolina.

ALTERNATIVES

MDK - 9.2
Quake - 8.6
Tomb Raider - 9.5

THE LINE

• AUDIO & VIDEO

GRAPHICS	8
MUSIC	10
SOUND EFFECTS	10

• GAMEPLAY

INTERACTION	10
BALANCE	9
DEPTH	10

• SPECIAL

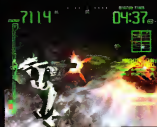
EXTRAS	10
PRESENTATION	10
INNOVATION	9

RATING

9.4

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TESTOSTERONE
P U M P I N G,
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CORE**

REVIEW
PLAYSTATION

プレイステーション



NIGHTMARE CREATURES

TOMB RAIDER MEETS CASTLEVANIA IN THIS HAUNTING 3D BEAT-'EM-UP

When French developer Kalisto first brought around *Nightmare Creatures*, we were all wowed by its 'as-good-as-Tomb-Raider' graphics. Early on, it appeared to be another worthy example of the deeper kinds of 3D gameplay the 32-bit systems could offer.

In many ways, *Nightmare Creatures* has lived up to that potential. The graphics are damn sharp (with true 3D fog and lots of blood) and each of the 15 levels are increasingly forbidding. As either Ignatius, a hardy staff-carrying monk, or Nadia, a lithe dagger-wielding vixen, players journey through 17th-century London, from shipyards to graveyards, to cathedrals and sew-

ers, 'beast bashing' all the way. The refreshing variety of monsters are exceedingly well modeled, and with a stiff blow, players can dismember their arms, heads, legs, and torsos. — something we've all been wanting

to do in games with this kind of freedom for quite sometime.

Apart from the graphic excellence, the music and sound effects completely round out the suspenseful feel of the game. The monsters make some horrific noises, and the organ music couldn't be more in touch with the tone of the game. Like *Tomb Raider*, the whole of the game begs you to continue.

But alas, the gameplay isn't nearly as balanced as it could be, and involves little more than pinning a monster against the wall and hitting them with alternating kick and weapon combinations. The control isn't perfect, but it isn't *Perfect Weapon*, either. The other problem plaguing the game, is that it doesn't offer the player any camera control, and the camera isn't nearly as cooperative as it needs to be.

But if you'd like to play the closest thing to a 3D

1 Secrets await behind breakable windows stashed the goods you'll need to survive. 2 Thanks to its high level of gratuitous violence, this French game has a distinctly American flavor, with just a modicum of that French weirdness.

3 Wreckless: Jump through windows in a very *Resident Evil*-like surprise attack.

4 Occasionally you'll be called on to find a switch, often a requirement in these types of games.



Castlevania that's currently available, or play a game that's as good as *Perfect Weapon* dreamed of being, this combat adventure should more than quench any beat-'em-up bloodlust you may be experiencing.

• TOM RUSCO

ALTERNATIVES

Castlevania: Symphony — 8.7

Resident Evil: DC — 7.5

Tomb Raider — 7.5

Adam Crowley, master of evil, and Inveranion salesman, as if you couldn't tell.



Expect to be attacked by a variety of enemies, often at the same time.



Nightmare Creatures allows the player to split a zombie in two! It is really quite satisfying.

THE LINE

• AUDIO & VIDEO

GRAPHICS	9
MUSIC	9
SOUND EFFECTS	9

• GAMEPLAY

INTERACTION	7
BALANCE	6
DEPTH	6

• SPECIAL

EXTRAS	8
PRESENTATION	3.0
INNOVATION	8

RATING

7.9

プレイステーション

REVIEW

PLAYSTATION

COOL BOARDERS 2

THE GENERATION X-TREME SPORTS GAME GETS A SEQUEL

Taking a good formula and making it better is something that is easily accomplished in the videogame world. But to say that *Cool Boarders 2* is a simple sequel that has improved technologically is false. Sure, UEP had scrapped the original engine and replaced it with the one used for *Rally Cross*. And of course, the choice of boards, characters, tracks, and gameplay modes has increased. But the major improvement isn't really an improvement at all. What UEP has managed to do is construct a better game without minimizing any of the fun.

Depth and replay value are two things that were missing from the

original, but those weaknesses have been adequately remedied with the addition of tons of new options and modes. On top of the Big Air contest, the Halfpipe courses, and the Board Park option, the Competition mode is the most welcome. Alternating

between tricks and time contests, the character of your choosing will face off with seven other

Competition Mode will have you vying for trick points against the pack.

boarders for the big prize. This feature alleviates the lonely solitude felt in *Cool Boarders*, but they've kept the "Ghost" feature for all other tracks and modes. The difficulty in performing unique tricks and grabs has also been upped a notch to make gameplay more challenging and the controls

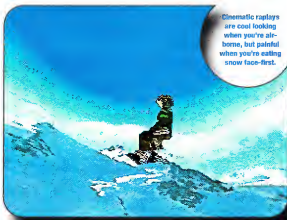
less formulaic. The quantity of characters (including some secret ones!), new boards, and varying tracks ensures repeat play on any occasion.

The only category that has barely been touched is graphics. While character animations and designs have smoothed out, the backgrounds and course textures still remain rough and suffer from some nasty clipping and draw in. And unfortunately, the announcer hasn't been scrapped, like he should've been after the first game. Imagine what Dan Cortese would sound like if he managed to slam too many Dew's. But, overall, *Cool Boarders 2* packs a solid punch in the racing and sports genre, by offering the gamer a plethora of new options, secrets and game modes. Check it out.

by FRANCESCA REYES



Cinematic replays are cool looking when you're airborne, but painful when you're eating snow face-first.



Loading screens offer some words of wisdom for the trick-addicted boarder. Pay attention!



Four initially playable characters let you dress them up or down while inspecting their stats.



UEP has added in some snappy cinemasm melded from ingame images and FMV footage of real courses in order to up the player's immersion.



Brown snow... let's just say that you wouldn't want to wipe out in this tunnel.



Small additions, like boarding around at sunset, make *Cool Boarders 2* a real gameplay rush.

ALTERNATIVES

Cool Boarders - 7.4
Jet Moto - 8.4
Wave Race 64 - 9.5

THE LINE

AUDIO & VIDEO

GRAPHICS 7
MUSIC 8
SOUND EFFECTS 7

GAMEPLAY

INTERACTION 6
BALANCE 9
DEPTH 9

SPECIAL

EXTRAS 9
PRESENTATION 10
INNOVATION 7

RATING

7.8

REVIEW

PLAYSTATION



プレイステーション



JET MOTO 2

AS GOOD AS BEFORE, ONLY MORE SO

Well, Jet Moto racers are going to have a sense of déjà vu when they slip the new Jet Moto 2 disc into their PlayStation—it's the same game! Well, pretty much the same game. Think of Jet Moto 2 as more of an expansion pack than a true sequel. Not that there's anything wrong with that! Let's face it, it's pretty hard to improve what's already a great game.

Jet Moto 2 does sport a few new things: ten new devious tracks, obstacles like corkscrews and pits,

cleaner graphics, and a new physics engine. But the game still feels like it picks up exactly where the first Jet Moto left off.

Jet Moto 2 may actually be harder than the original. There are a lot more obstacles, tighter turns, and gaps in the track that lead to oblivion and major set backs. To compensate, the control is just a little bit tighter, so you can pull off 90 degree turns with ease.

One area where Jet Moto 2 improves on the original is character.

Nothing like a sunny LA day for a ride in the rubble.

Subtle differences give it a more polished feel. Your opponents taunt you when you're knocked off your machine and your racer whoops it up when you pull a tough move. Take a tight corner and your leg goes out to stabilize you like a motocross racer. Fans of the original may not like one change: the music. The *Pulp Fiction*-esque surf music is gone, replaced by heavy guitar riffs. Minor gripes aside, Jet Moto 2 is a fun game. Fans of the original have more tracks to look forward to and newcomers will be able to go back to the original and not be disappointed. SingleTrac did a great job with this sequel by not screwing up the original formula. Gamers will reap the rewards.

Minor gripes aside, Jet Moto 2 is a fun game. Fans of the original have more tracks to look forward to and newcomers will be able to go back to the original and not be disappointed. SingleTrac did a great job with this sequel by not screwing up the original formula. Gamers will reap the rewards.

• RICK SANCHEZ



Earthquake zones make for great Jet Moto tracks!



Who needs a dog sled for the Idlered? This way, you can have all the tasty Alpo for yourself!



Look out for cactus and prairie dogs. We had to file an EPA statement right after this screen-shot was taken!



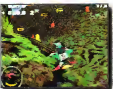
Eventually, gravity will take over in this situation, resulting in serious injury or even death!



We're just ripping along through this gorge, no time to admire the beautiful scenery.



Underground mine shafts with fallen beams are only one of the obstacles that will take off your head.



Molten lava won't stop the Jet Moto racer from his appointed rounds, although why he's racing in the stuff is beyond us.

ALTERNATIVES

WipeOut: XL 1.5

Marx TT 7.9

WaveRace 9.5

THE LINE

• AUDIO & VIDEO

GRAPHICS 8
MUSIC 8
SOUND EFFECTS 9

• GAMEPLAY

INTERACTION 9
BALANCE 8
DEPTH 8

• SPECIAL

EXTRAS 7
PRESENTATION 8
INNOVATION 7

RATING

8.1

Who cares
if you're

NAUGHTY
OR

NICE



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have it

gotta
have it

gotta
have it

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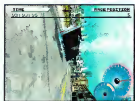
TEST DRIVE 4

THE GAME THAT *NEED FOR SPEED 2* SHOULD HAVE BEEN!

The storied *Test Drive* series was one of the first and most successful racing games on the PC, but in recent years it has been surpassed by other entries into the field. However, this year, *Test Drive*



Flying over the hills in San Francisco is perfect fare for a racing game.



The first person view really delivers the feeling of speed and, when you go flipping through the air, it's likely to induce vomiting.



The car models are all exceptional and the handling varies as well.

has been completely redone and is once again near the top of the racing field.

Test Drive 4 also marks the first appearance of the series on the PlayStation (that is, if you don't count *Test Drive: Off Road*),

where road race competition is heavy. What makes *Test Drive 4* superior to *Need For Speed 2* and *Grand Tour*

Racing isn't a fancy intro or even the type of cars available, instead it is that the control and speed are spot on. The graphics and sound are up to par with other racing games, but the feeling of speed is so intense that it makes up for some other minor flaws in the game. *Test Drive 4* would have scored higher if only they included a split-screen, two-player game. The game does support the link cable, but since only two people in the free world actually use the link cable, that isn't much

help. The only other two-player aspect in the game is an effective ghost mode that allows you to race against someone else's time. However, it is no substitute for head-to-head action.

The tracks in the game are long and extremely detailed, but the lack

of short-cuts and alternate routes is disappointing. The San Francisco track is the highlight of the game because of the massive hills. Another key element in *Test Drive 4* is weaving through traffic while trying to speed by other cars. While this is challenging, it is often frustrating because the computer cars don't seem to have a problem avoiding them. Of course, the game features ten real cars from today's fastest machines, from the Viper to the good old Camaros of the '70s.

Test Drive 4 isn't perfect, but the pure feeling of speed and tight control make it the best roadracer on the PlayStation and a fun game.

MIKE MALMON

The violent crashes are exhilarating and quite frequent with all the traffic.



The police cars were stolen directly from *Need For Speed*, but do add the necessary rebellious attitude.

1 Tracks like Washington D.C. take you through the countryside and into the nation's capital. 2 The muscle cars are awesome! If I had one of these in high school, I might have even gotten a date to the prom.

THE LINE

AUDIO & VIDEO

GRAPHICS	8
MUSIC	8
SOUND EFFECTS	7

GAMEPLAY

INTERACTION	9
BALANCE	9
DEPTH	7

SPECIAL

EXTRAS	6
PRESENTATION	8
INNOVATION	8

RATING

8.0

ALL ACCESS

The holiday season sure makes for some curious and strange bedfellows. (In a figurative sense, of course), in the All Access section this month. With the code and tips shortage over the last few months, I'm finding that there's now a ton to be had and in some of the most favored categories, like RPGs and sports games. Now that's not at all bad, is it? I suppose that I'm now supposed to include the obligatory references to Kris Kringle, snowy weather and Rudolph, but frankly, the holidays just seem to sap me and my wallet for all they're worth. Need I say more? If you have any codes that you think can knock me out of my candy-cane-induced stupor, send them in to: All Access, c/o ULTRA GP, 150 N. Hill Drive, Brisbane, CA, 94005. Or you can simply zap them over to my email box at <treys@ultragp.com>. Happy holidays, gang! Yawn...

Your
#1 source
for Codes,
Strategies,
& Tactics!

MARVEL SUPERHEROES

PUBLISHER: CAPCOM
SYSTEM: SATURN

NOTE: These codes have only been tested on the Japanese version of MSH.

PLAY AS DR. DOOM

You must first complete the game and have it saved to memory. Then, at the character select screen, highlight any character, then press **OO** and hold A + B + C (in order.) Your character should change to Dr. Doom.

1-2 It's easy to change your character's costume, just make sure to keep in mind which direction to push for their specific row.

PLAY AS THANOS

You must first complete the game and have it saved to memory. Then, at the character select screen, highlight any character, then press **OO** and hold Z + Y + X (in order.) Your character should change to Thanos.

ALTERNATE OUTFIT

On any character hold up or down (if the character you want is in the top row, hold **U**. If they are in the bottom row, hold **D**) for three secs. Now press A or C to have them fight in their second outfit.



TIME CRISIS

PUBLISHER: NAMCO
SYSTEM: PLAYSTATION

SECRET CHEATS

Shoot twice in the top center of the R in 'CRISIS' at the title screen (the one with the three game options). Then shoot twice in the center of the cross hair above 'CRISIS.' If done correctly you should be taken to a secret menu screen. Select whichever cheats you want; you'll have the option for unlimited credits, no reloading, etc. It may take a few tries to get it right, since the accuracy is key to enabling the cheat.



GRID RUNNER

PUBLISHER: VIRGIN INTERACTIVE
SYSTEM: SATURN

EASY CHEATS!

To enable each cheat, simply go to the Restore Game option and enter in the password.

CODE	EFFECT
OYA000YB000.....	Free for All
OYA0000B0A.....	Get all the Flags
AYA00Y000A.....	Credit Heads



All of the above codes are enabled at the Restore Game screen.



NFL GAMEDAY '98


 PUBLISHERS SCEA
 SYSTEMS PLAYSTATION

EASTER EGGS

To enter any of the following cheats, simply go to the Easter Eggs screen from the main menu and plug in one of the codes below! You can string them in by continually using the 'Add Entry' option on the Easter Egg screen. (Note: All of the following passwords are correct, but their effects have not all been noted. These are indicated with a question mark.)

PASSWORD	EFFECT	PASSWORD	EFFECT
LOOK_MA	No hands	FLEA_IRCUS	Small players
HORSEMAN	No heads	WATERY_AI	?
FIRE_DRILL	Players move quickly	THIN_AIR	?
HUMONGOUS	Large players	VIRTUAL_POLYDONS	?
THIN_AIR	High kicks	SHOW_OFF	?
LOUD_MOUTH	Commentator is louder	GD_CHALLENGE	Computer AI is harder
BLIND_REF	Easy penalties	DEEP_GRAY	?
BIG_FOOT	Bigger kicks	CPU_DEFENSE	?
GLOVES	Players catch more passes	CPU_OFFENSE	?
TOAST	?	PSYCHIC	?
LEECH	?	NYSE	Swim move is juiced
HATCHET	?	CREDITS	Show Credits
BETTIS	?	EQUAL_TEAMS	Equal stats
JACK_HAMMER	?	EQUAL_CROWD	Crowd is quiet
REJECTION	?	BUSY_REF	Referee calls more penalties

1-4 To get to the Easter Eggs screen, simply go to the Options screen from the Main Menu. You'll find it at the bottom of the Options menu.

CARMAGEDDON

 PUBLISHERS INTERPLAY
 SYSTEMS PC

CHEAT CODES

While playing, enter one of the following codes quickly.

CODE	EFFECT
bigbottom	Bodywork trashed
superhoops	Explosive pedestrians
lglootun	Hot rod
goggleplex	Drive under water
inthehoft	Toggles drug screen effects
buyourmaxgame	Jelly suspension
chickenfodder	People bounce when hit
funnyjam	Turbo pedestrians
transaresuper	Extra pedestrians
islandrules	Vesuvian cops
smalldudders	Giant pedestrians
spammfritters	Free repairs
spammorrest	Toggles instant handbrake
givemelard	Mega bonus (lots of cash)
spamspamspam	Pedestrians stuck to ground
havesomespam	Odd gravity
mooseontheloose	Pinball mode
ikovenobby	Pedestrians shown on map
hamstersex	Blind pedestrians
naughtytorty	Pedestrian response

Note: Last month's All Access PC codes for Carmageddon are to be enabled ONLY on the European version of the game. Apologies all around the board for any trouble! Sorry, again.

The above codes are specific for the North American version of Carmageddon. Happy cheating, gang.



MADDEN '98

PUBLISHER: EA

SYSTEM: SATURN, PLAYSTATION



BONUS TEAMS

Enter these names in at the create player menu, then sign them on to a team to enable the following options.

CODE	TEAM
ORRS_HEROES	EA Sports Team
LOIN_CLOTH	Tiburon Team
LEADERS	All Time All Madden
COACH	All Time All Madden
PAC_ATTACK	All 60's Team
STEELCURTAIN	All 70's Team
GOLD_RUSH	All 80's Team
ALPHA	NFC
LUAU	AFC



From the Front Office, you'll be able to enable these cheats.

SECRET STADIUMS

Enter these names in at the create player menu, then sign the created player. You should now have these selectable stadiums in your menu.

CODE	STADIUM
JETSONS	Astrodome (Old Oilers)
DAWGPOUND	Cleveland Browns Stadium
SNAKE	Old Oakland Stadium
BIG SOMBRERO	Old Tampa Bay Stadium
DANDAMAN	Old Miami Dolphins Stadium
OLDOC	RFK Stadium (Old Redskins)
SHARKFIN	Tiburon Sports Complex
GHOST_TOWN	Wild West



The EA Sports team possesses perfect stats. It figures...

ALBERT ODYSSEY

PUBLISHER: WORKING DESIGNS

SYSTEM: SATURN



SUB-QUEST SOLUTIONS!

Two mysterious events happen during the course of Albert Odyssey. The problem with them is that many will never see them because they are not necessary to finish the game.

After you beat the north tower, Kris will make a mention about taking Guy to Solace for Leos to heal. Follow her. When you get to Solace, enter the Sanctuary.

Another thing to check on before going into Fargasta is an empty cave near Gadel, south of the Dragonmen's cave. Fly there and enter the cave. There should now be a girl inside. She will be talking about a pendant that she is wearing. Where have you heard something similar? Fly back to Gigarl and find the old man whose wife ran off to find eternal youth. Now Eka will recognize the similarity between the two pendants. Do what each character asks until the story is resolved. You won't get anything from this sub-quest, but make sure to examine all the pots inside the girl's abode.

GETTING THE QUEST PASS

In the town of Mycent, you'll witness an argument between a daughter and her father, the Duke. She runs away and if you talk to him, he will complain about her absence and how he wishes she would come back. Head to the land north of the Cemetery of Ages, then head east before you the northern peninsula. You should stumble across and invisible town and enter what looks like the ruins of a city. In the north of the town, you'll fight the Iron Giant. The first battle is fairly easy, but the second

LOST WORLD

PUBLISHER: EA

SYSTEM: PLAYSTATION



CHEAT MODE

Go to the Password screen and enter one of the codes below to enable the corresponding cheat. (Note: Activating some of these codes will disable sound effects. You can remedy this by readjusting the sound options in the main menu.)

CODE

Square, X, Circle, Triangle, X, Circle,
Square, Triangle, Square, X, Circle, X ... Hunter

Triangle, X, Triangle, X, Circle, X, Square,
Triangle, Circle, Square, Circle, X ... Human prey

Square, X, Circle, Triangle, X, Circle,
Square, Triangle, X, Square, Circle, X ... Velociraptor

Triangle, Square, Circle, Square, X, Triangle,
Triangle, Circle, Square, Triangle, Triangle, X ... T-Rex

X, Triangle, Triangle, Square, X, Circle,
Triangle, Square, Triangle, Circle, X, Circle ... View Campy gallery

Triangle, X, Square, Triangle, Circle, X,
Square, Circle, Triangle, Square, X, X ... View hunter gallery

Triangle, Square, Circle, Square, X, Triangle,
Triangle, Circle, X, Square, Triangle, Triangle ... View human prey gallery

Circle, Square, Triangle, X, Circle, Triangle,
Square, X, Circle, Square, X, Triangle ... View Velociraptor gallery

Triangle, Triangle, Circle, Square, Triangle,
X, Triangle, Square, Square, X, Triangle, Circle ... View T. rex gallery

Triangle, X, Square, Triangle, Circle, X, Square,
Circle, Square, Triangle, X, Circle ... 59 Lives



1-2 Make sure to complete this sub-quest before you get any further in the game or you might not be able to return to it later on.

battle is considerably tougher. The giant can take 800 HP off your party during a single round. Defeat him and you'll end up back to Mycent. The Duke will give you a Quest Pass for finding his daughter. It's works like a discount card at all the stores.
(Thanks to Monk and Estor at Dave's Sega Saturn page.)

WARCRAFT II

PUBLISHER: BLIZZARD

SYSTEM: SATURN



CHEAT CODES

Press Start while playing a game, then go to the ENTER PASSWORD screen and enter these passwords using the C button. If you've entered the code correctly, when you return to the game, the words 'enabled cheat' should briefly appear in the lower left hand corner of the screen.

CODE	EFFECT
TSGDDYTD	Invincibility and 255 damage weak against magic
DCKMT	Full upgrades
VRVLTTL	All spells and renewal of mana with each spell cast
NSCRN	Show entire map
GLTRNG	10,000 gold 5000 lumber and oil
MKTS	Fast building and upgrade
NTTHCLNS	Level skip
NGLS	Disable magical traps (runes, etc.)
HTCHT	Two chops to harvest lumber
THRCNBLYN	Quick ending
NTPRF	Laser show
YPTFLWRM	Instant defeat
NVRWNMR	Removes victory sequence and lets you continue playing

Mmm... Invincibility is always a welcome cheat.



1-3 Goldeneye doesn't contain any known controller codes, but you can enable cheats by mastering the game.



1-2 Remember to enter the passwords in at the Pause screen and not the Main Menu.

GOLDENEYE 007

PUBLISHER: RARE

SYSTEM: N64



CHEAT OPTIONS

GoldenEye 007 has a built-in Cheat Options menu with nearly two dozen codes that are automatically activated when you meet certain objectives. The following codes are enabled at the Cheat Options menu by completing the appropriate level on the specified difficulty level in the time allowed:

LEVEL	CHEAT	DIFFICULTY	TIME
Level 1 - Dam	Paintball Mode	Secret Agent	:40
Level 2 - Facility	Invincibility	00 Agent	:05
Level 3 - Runway	(Big Head) DK Mode	Agent	5:00
Level 4 - Surface	2x Grenade Launcher	Secret Agent	3:30
Level 5 - Bunker	2x Rocket Launcher	00 Agent	4:00
Level 6 - Silo	Turbo Mode	Agent	3:00
Level 7 - Frigate	No Radar (Multi)	Secret Agent	4:30
Level 8 - Surface2	Tiny Bond	00 Agent	4:15
Level 9 - Bunker2	2x Throwing Knives	Agent	1:30
Level 10 - Statue	Fast Animation	Secret Agent	3:15
Level 11 - Archives	Invisibility	00 Agent	1:20
Level 12 - Streets	Enemy Rockets	Agent	1:45
Level 13 - Depot	Slow Animation	Secret Agent	1:30
Level 14 - Train	Silver P77	00 Agent	5:25
Level 15 - Jungle	2x Hunting Knives	Agent	3:45
Level 16 - Control	Infinite Ammo	Secret Agent	10:00
Level 17 - Caveins	2x RC-P90s	00 Agent	8:30
Level 18 - Cradle	Gold P77	Agent	2:15
Level 19 - Aztec	2x Lasers	Secret Agent	9:00
Level 20 - Egyptian	All Guns	00 Agent	6:00

Other weapons can be enabled by completing certain levels:

WEAPON	LEVEL
Magnum	Antenna Cradle, Janus Base
Laser	Aztec Complex
Golden Gun	Egyptian Temple

Even more cheats can be accessed by beating the entire game on certain difficulty settings:

DIFFICULTY	REQUIRED LEVEL TO BEAT	ENABLED CHEAT
Secret Agent	Entire Game	Aztec Level
00 Agent	Entire Game	Egyptian Level
00 Agent	Aztec Level	Laser Gun
00 Agent	Egyptian Level	Golden Gun
00 Agent	Entire Game (plus secret levels)	007 Mode

(Thanks to N64.com)

CODE MONKEY

BARREL OF MONKEYS



OK, since 'tis the season to be giving, I'm going to repeat my performance from last month and wrangle out TWO Golden Bananas this month to a couple of readers who managed to go the distance. I have a feeling that this generous streak may be unfortunately coming to an abrupt end, but that all depends on what goods you guys got. Donations don't hurt, either (just kidding... maybe). If you want in on the action, then go ahead and slip your submissions, along with all of your stats (address, system you own, etc.) to the usual address, c/o Code Monkey. Or email your profile and entry to <freys@ultragg.com>.

All PlayStation, N64 and Saturn Code Monkey winners will receive a GameShark Videogame Enhancer provided courtesy of Interact Accessories, Inc. Yes, the N64 Game Shark is finally here! Of course, PC owners still won't get Jack! No, no, just kidding. PC owners will receive a prize of equal or greater value than a GameShark at the discretion of ULTRA Game Players.

FINAL FANTASY VII

PUBLISHER: SCEA
SYSTEM: PLAYSTATION



SUPER SPEED CHOCOBO

Hold all the shoulder buttons (L1 + L2 + R1 + R2) while racing Chocobos for super speed! You won't always win the race, but it does win you the majority of the ones you participate in. This trick also comes in handy when you're trying to breed Chocobos and raise their classes.

LUCKY 7 FEVER

All of your characters must have the hit points of exactly 7777 and when their turn comes up, they'll go berserk for one round. All attacks will do over 7777 worth of damage to the enemy! The downside is that you cannot control your characters and once their turn is over, your HP will lower to one HP. No problem, though - simply heal them back up!

-RYAN BOYLE, BRIDGEWATER, NJ



TWISTED METAL 2

PUBLISHER: SCEA
SYSTEM: PLAYSTATION

ULTIMATE CODES

Enter these codes anytime during gameplay.



CODE
Hold L1 + R1 while pressing ○○○○○○○○ Invincibility
Hold L2 + R2 while pressing ○○○○○○○○ Infinite Weapons
Hold R2 while pressing ○○○○○○○○ Mega Machine Guns
Hold L1 + L2 + R1 + R2 while pressing ○○○○○○○○ God Mode On/Off

-MARC MCCAN, PLANO, TX



NCAA FOOTBALL '98

PUBLISHER: EA
SYSTEM: PLAYSTATION



SECRET TEAMS

In order to enable any of the codes below, enter an Exhibition Game and go to the User Records screen. There you can enter any of the following passwords. If you enter a correct code, you'll hear the announcer saying: 'It's in the game.' To string in codes, simply keep overwriting the same slot and they'll all still be enabled when you leave the User Records screen. Note: Teams enabled by the codes may only be selected in exhibition mode and cannot be saved to a memory card.

PASSWORD TEAM

JEXLAD '73 Alabama
OEDYLI '78 Alabama
WHVCIR '89 Alabama
ZDOJOT '92 Alabama
CEVHETS '89 Colorado
VEWUJ '96 Florida
MYLOLO '93 Florida State
RCXIRE '96 Florida State
ZOWS '82 Georgia
EINWOH '83 Miami
WEVKIM '87 Miami
WMKJ '89 Miami
WYGGKEP '91 Miami
ANOYSAL '94 Miami
BSEPMAL '86 Michigan State
KCIZRE '91 Michigan
IGSI '83 Nebraska
EGAXRIM '91 Nebraska
SNXAI '93 Nebraska

PASSWORD TEAM

8NOYO '94 Nebraska
JNIVED '73 Notre Dame
REGZQJ '88 Notre Dame
AGIG '79 Ohio State
HTOYOMS '85 Oklahoma
RSGPC '94 Oregon
IEEH '78 Penn State
CCHN '82 Penn State
HREG '85 Penn State
AERE '86 Penn State
LMTE '65 UCLA
EERC '68 USC
FSYT '79 USC
TSTR '91 Washington
AAYI '88 West Virginia
DTLE '94 Penn State code

COOLSITE EA and Tiburon stadiums
TIBURON Tiburon team

1-3 In order to get to the User Records screen, you'll have to start a game in Exhibition mode.



GAME SHARK CODES



SATURN CODES

ARCADES GREATEST HITS

Master Code.....	16000914c305
	b60029000000
Infinite Lives P1 (Defender 1).....	360ca4110003
Inf. Smart Bombs P1 (Defender 1).....	360ca4130003
Inf. Smart Bombs P2 (Defender 1).....	360ca44e0003
Inf. Smart Bombs P2 (Defender 1).....	360ca4500003
Infinite Lives P1 (Joust).....	360ba2990004
Infinite Lives P1 (Joust).....	360ba29a0005
Infinite Lives P2 (Joust).....	360ba2a30004
Infinite Lives P2 (Joust).....	360ba2a40005
Infinite Lives P1 (Robotron).....	360bc0340004
Infinite Lives P2 (Robotron).....	360bc0700003

MORTAL KOMBAT TRILOGY

Master Code.....	16000914c305
	b60029000000
Infinite Health P1.....	16083ed400a6
No Health P1.....	16083ed40000
Infinite Health P2.....	1608404c00a6
No Health P2.....	1608404c0000

WARCRAFT II

Master Code.....	16000914c305
	b60029000000
Infinite Lumber (Humans).....	160d560a270f
Infinite Gold (Humans).....	160d5643270f
Infinite Oil (Humans).....	160d568a270f

N64 CODES

000M 64

Missile Ammo.....	800632ef0064
Plasma/FG/Weapons Ammo.....	800632eb0064

HEHEN

Axe/Staff/Frost Shards.....	8013db7700ff
Hammer/Firestorm/Arc of Death.....	8013db7900ff
Infinite Blue Mana.....	8013db7000cf
Infinite Green Mana.....	8013db7000cf
Invincibility.....	8113db4cffff
Quietus/Wraithmerge/Blood.....	8013db7b00ff

PLAYSTATION CODES

BARHMA FORCE

Breaker Mortar.....	800e0ca6ffff
Dual Buster and Mob.....	800e0ca6ffff
Infinite Laser Energy.....	800e0d2a06b0
Force Field Device.....	800ef5e01119
Gas Card.....	800ef4a4c0110
Grenades.....	800ef6780125
Key 1.....	800ef6340104
Key 10.....	800ef6740124
Key 2.....	800ef6360105
Key 3.....	800ef6380106
Key 4.....	800ef680011a
Key 5.....	800ef63c0108
Key 6.....	800ef63e0109
Key 7.....	800ef68e0121
Key 8.....	800ef6700122
Key 9.....	800ef6720123
Large Energy.....	800ef6300102

CONTRA

Infinite Health P1.....	800dc7840009
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COOL BOARDERS

Camera Angle 1.....	8018ef3001a0
High Scoring.....	800162100001
	80162120001
Score Sheet.....	8005d0c8ffff
	8005d1d2ffff

DARK FORCES

Auto-Gun.....	800950a2ffff
Blue Key.....	800950b6ffff
Infinite Blaster Ammo.....	8009510803e7
Infinite Health.....	8009512c0064
Infinite Mines.....	8009511c03e7
Infinite Shields.....	800951280064
Infinite Thermal Detonators.....	8009511403e7
Jeron Fusion Cutter.....	800950aaffff
Packaged Mortar Gun.....	800950b6ffff
Red Key.....	800950b6ffff
Yellow Key.....	800950b6ffff

DARKLIGHT CONFLICT

High Durability.....	8010e5640000
Infinite Energy.....	800870281e00

DESCENT MAXIMUM

Always Have Earth Shakers.....	800e933a0063
	800f86880009
Infinite Shields.....	800e930203e7
Infinite Vulcan Ammo.....	800e9316270f

DESTRUCTION DERBY 2

Infinite Armor.....	8008a3440000
	8008a34c0000
	8008a3540000
	8008a3580000
	8008a3600000
	8008a3680000
Score 1000 Pts.....	8009569203e7

FORMULA I

Buggy Mode.....	8009ac020001
Lava Mode.....	8009ac040001

H-I ARENA FIGHTERS

Infinite Health P1.....	800b44bc03e8
	800b44c030e8
Infinite Health P2.....	800b44c003e8
	800b44c030e8
Infinite Stamina P2.....	800b44b00194

OVERBLOOD

Anti-Gravity Device.....	800ef4f00001
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PEAK PERFORMANCE

Place 1st.....	8009ca0c0000
	800a1ff20000

PORSCHE CHALLENGE

Hyper Car and Invisible Car.....	800ca5be0101
All Cars Jump.....	800ca5ba0001

TENNA

Burst Laser.....	80019dea0001
Dual Laser.....	80019de80001
Infinite Laser Power.....	80059a700014

TOMB RAIDER

Have All Items.....	8008872c0008
Infinite Air.....	801de0c020708
Infinite Magnum Ammo.....	801de09403e7
Infinite Shotgun Shells.....	801de0ac03e7
Infinite Uzi Ammo.....	801de0ac03e7

UMH RACING

Points Becker.....	8016426000ff
Points Cooper.....	8016235000ff
Points Duncan.....	801632db00ff
Points Emitt.....	801613c8

UA BASEBALL '97

Away Team Scores 0.....	8005bef00000
Home Team Scores 0.....	8005beec0000

WILD ARMS

Infinite Bullets Rudy.....	801341500008
Infinite Getta.....	801341dcffff
Infinite HP Cecilia.....	80133e580500
Infinite HP Jack.....	80133e240500
Infinite HP Rudy.....	80133d0f0500
Infinite MP Cecilia.....	80133e5c03e7
Infinite MP Jack.....	80133e2803e7



Network

CONNECTION

LETTERS FROM OUR READERS...

RAGH... HANSON!

I'm a gaming fanatic, but instead of playing videogames, I was watching MTV motel California and they were showing the Hanson band with Bill Bellamy playing

videogames. They were playing Playstation, but the system was blue, and they were playing Nightmare Creatures! This was September 1st, and from pre-views I've read, it isn't coming out until October 31. It crossed my mind that it could be a demo, but they were playing it for about twenty plus minutes. And at the end, it said production assistance provided by Activision. What's going on?

Ben Grams
Littleton, CO

FRANK>>> Well, blue PlayStations are used to play pre-release games. This is a security feature to stop piracy. Activision and most other software companies have blue PlayStations and they let Bellamy have a go on an early version of Nightmare Creatures. Isn't the blue PlayStation cool looking?

NAKED TRUTH

I am writing in response to Krow of Macon, IL. Yes, I do agree that the violence in videogames is cool, but for one do not agree with nudity in videogames, and I am highly offended by it. I am a regular customer at my local Babbages, and have noticed that there are a lot of videogames with naked females and males. Apparently, this person

either doesn't look hard enough for what he is looking for, or he has been in a coma for the last couple of years.

Priss
Wheeling, WV

ROGER>>> Well, Priss, although there are a number of 'Adult' PC titles that do contain nudity, I'm hard pressed to find any videogames that include nudity (and believe me, I've been looking). Scantily clad - yes, nudity - no. Sure, there are a bunch of naked animals in games, but companies like Sony have taken the moral high ground and required even their Bandicoot stars to wear shorts. No, really, I think the scary thing is that you seem to be more comfortable killing people than seeing them naked. In case you haven't noticed, underneath all those clothes you're wearing, you're naked. Yikes!

CUT 'EM UP!

Could you guys answer some questions about Resident Evil: Directors Cut and Resident Evil 2?

1. What is going to be so different about the Directors Cut from the original Resident Evil?
2. When is Resident Evil 2 coming out and how much will it cost?
3. What new weapons and features will the characters have in Resident Evil 2?

Zak Wilkins
Circleville, OH

FRANK>>> 1. The Director's Cut features not only three new outfits for both Jill and Chris, but a lot of the items and monsters' locations have been moved around, so that previously unoccupied rooms are now packed with danger and the like. It's not an entirely new game, but there

MEET THE TEAM

What did Santa bring you?



FRANK

A new kilt. Wanna see?



BILL

Not much. I think I was bad...



ROGER

This damn game controller!!!



MIKE

A fine new growth of beard!



FARN

A bigger credit card bill. Damn!

are just enough differences to make it worth playing again.

2. RE2 should be out sometime around January/February of next year, if Capcom stays on schedule. I'm figuring that it should be around the usual \$40-50 range.

The cool thing is that the game is spread out over two whole discs.

3. At the time that I'm actually writing this response, we've only really been able to see about 5% of the game. But there are some new things in the game so far, like your character's ability to 'climb' onto objects and they

Merry Christmas, Happy Chanukkah and a Happy New Year to everyone out there in ULTRA Game Players Readers' Land. We hope all of you got exactly what you deserved... uh, wanted, this holiday season. We know we did! Just check out all these great letters we got from you guys!

It seems like everyone got the holiday spirit, since there's only one letter in here where one reader calls another a total idiot. And of course, what would the season be without a whole bunch of letters from the sadly deranged folks we call those morons... I mean, our fans?

So try to stay warm and dry, friends, and if you can't, don't write and tell us about it. We're depressed enough as it is! Other than that, though, drop us a line!

Network Connections
ULTRA GAME PLAYERS
150 North Hill Drive
Brisbane, Ca 94005

respond rather intuitively to their surrounding more so than in the first game. The zombies are also a little more resilient and will take quite a bit of ammo to take down. Weapons? So far, there was only a handgun and a shotgun available, but Capcom promises many more.

GOOD SPORTS

Mike, your sports section kicks ass every month. Too bad your Vikings can't do the same. I have some questions that you must answer.

1. When is John Madden Football coming to N64?
2. In your Gameday '98 pictures, about half of them included the Buffalo Bills. Are they your second favorite team?

Pay Ryan
West Seneca, NY

MIKE>>> Thanks for the comments about the sports section, and no thanks for your perceptive look into the history of the Vikings. By the way, coming from New York, you must be a Jets or Giants fan. There's two quality football teams (insert heavy sarcasm here).

1. Madden 64 should be out by November or, for those of you not working on a month and a half lead-time, right now!
2. No, I don't like the Bills and I have no second favorite team. It's the Vikings or nothing for me (which unfortunately results in nothing way too often).

READER ART OF THE MONTH!

We usually have a way cool picture drawn by one of our readers in here, but we didn't get one this month. What's the deal? Has anyone want 15 minutes of fame anymore? Has everyone forgotten that crayons aren't just to eat anymore? Send us your art! We'll print it and then you can say, with the usual mixture of shame and regret — 'Hey, my picture was in ULTRA Game Players! Why are you all laughing at me? Stop it! Stop it, damn you!!' Cool, huh? Send in your artwork today, care of Readers Network/Reader Art, 150 North Hill Drive, Brisbane, Ca. 94005

CODE MODE

Recently, I put down my N64 controller and UGP magazine and ventured outside. As I walked down the street, I noticed that the frame rate was nearly perfect! The textures and shading meshed perfectly in this first person adventure game with almost no pop-in. *Real Life* (working title) suffers none of the glitching problems of Mario or the ever-present 'fog' of *Turok*.

Graphically, *Real Life* is nearly perfect, though it suffers from a lack of enemies and can often become tedious. This game is apparently more strategy than action, as one must work to earn money, court a girlfriend and assimilate into the real-life environment.

Real Life is not without its problems (i.e. gameplay is restricted to one view, there is only one life, etc.), but with a little tweaking, this game could be a real winner. Awaiting codes for: free money, automobile upgrade, and a 'big head' mode, among other things.
Kurt Johnson
Arcata, CA

GILL>>> You mean to say you don't know the 'Big Head' code for *Real Life*, Kurt? Well, it's really simple. First, drink a whole bunch of alcohol. Beer, wine, booze, whatever. Then steal a car and drive really fast and really recklessly. When you're pulled over and arrested, punch the friendly officer a few times. When you're thrown in jail, tell the biggest, meanest prisoner that you think he's a girly sissyboy. When you finally come to the next morning, you'll be in full blown 'Big Head' mode. Enjoy!!!

Top Left: Zak Wilkins wanted to know about the Sock Hop scene in *Resident Evil 2*. Here it is, you weirdo!

Top Right: Here's Crash wearing pants. Somewhere in Wheeling, there's a guy named Priss who's bummed out about that...

Center: Here's Bill in *Big Head* mode and, yes, he did it all by himself! Woohee!

Bottom Left: Hey, Pal, neither of these teams are the Bills...

Bottom Right: This is *Nightmare Creatures*. Hanson's favorite game is *The Cuddly Bunny Rescue*. It figures...



WWW.BOR
BABY BOR
MY
WWW.BOR-
ACK!

ASK THE INDUSTRY

In another attempt to give our readers a forum to voice their concerns and opinions regarding the videogame industry, we present Fred Oliver's views concerning *Saga of America* and the Sega Saturn. While his letter in no way represents our views here at UGP, we felt that he has the right to be heard. He may speak for other Saturn owners, as well as himself. Any responses to this letter can be sent to the usual address, c/o Ask the Industry.

I would like to present this letter to *Saga of America* during them to fulfill their old promise of 'taking [us] to the next level.'

To *Saga of America*, I ask you on behalf of your cult following: How are you going to satisfy your loyal Saturn user base this time around? We bought the Master System, the Genesis, the Sega CD, and the 32X. Now we feel that you are betting out on the Saturn. Loyalty is a two-way street and we bought your next level system only to be sacrificed.

I blasted the PlayStation because I thought they were too gimmicky. I laughed at N64 because it wants to be a coloring book instead of a serious game machine. All of this, only to have you tell loyal Sega users: 'Oops, wrong level. Just a moment, please step back and watch the closing doors.'

We, your remaining loyal user base, want, need, and desire a kickback (Fred's 'kick-back' policy was included with his letter and sketched out a system of rebates and discounts on new Sega systems for those who bought the Saturn - Ed.) If you want us to support our hard earned dollars on another home console with a three year life span, I'm calling you out, Sega, because if you cannot fulfill your promises, there will be a lot of people waiting for the PlayStation 90-96 release. And no one will even be thinking about spending \$300+ on another instance where you can say: 'Oops, we are so sorry. Another wrong fluc. Please be patient and we will get it right or file Chapter 11.'

-Fred L. Oliver
Kew Garden, NY



Frank tells us that there's a se old Scottish myth that says if you eat enough haggis, you can hear the Haggis Spirit speak!

YUM, YUM!

Hello Frank, I've got your haggis. If you want it back, send your entire week's payment of chicken cookies or you'll never see the haggis again! No, Sparky... bad dog... give me the haggis, Sparky! Haggis Capital, S. San Francisco, CA

FRANK>>> Haggis is clearly superior to Chicken Cookies, but is unfortunately illegal in the US. Seriously, US FDA regulations prevent the import of Haggis to the US. Anyone who's really desperate to try this delicious, intestine-filled treat could try Camerons on Venice in Los Angeles. They have 'em both fresh and frozen. Mmm, boiled sheep's stomach...

IT'S NOT PAUL

If I am he, and you are he, and you are me, then JUST who the HELL is the Walrus? Bassett Garberville, CA

ROGER>>> It's Bill with a fake beard, in some brown flannel pajamas, munching on some string cheese. Oh yes, Bill loves that string cheese. Yum! (Roger, see me! - Bill)

KILLER CRYON

Hey, I need to ask you all something. Do you people at the UGP office ever get so angry at one another that the whole office turns into one great big brawl? Where I work, the people have really short tempers. It's like, if

you say even one little smart remark, everyone turns and jumps on you. So if any of you can relate, I'd love to hear some input. I know you people must have some problem... especially with Francesca, she seems a little witchy. Chris Lakoduk Ephrata, WA

FRANCESCA>>> No, Chris. We're all one big happy family... sure, we are. We never fight, squabble, or get on each other's nerves whatsoever... yeah, that's it. But, what's more, that's the art staff. Now THERE's a bunch of real head cases. It takes us truckloads of effort every month to break up each and every single fistfight, hair-pulling scuffle, and crayon-jabbing riot. We, as the editorial staff, would like to think of ourselves as much more civilized than that. (Yeah, right...)

DO IT MY WAY!

Bill, if anyone can solve my problem, it's you. I need to play videogames on a full stomach, so my Mom makes me a peanut butter and jelly sandwich every time I play a game, but she makes it with peanut butter on top and jelly on bottom. Would you please eat her straight? I would really appreciate it a lot. Mike Alsop Moroni, UT

BILL>>> Well, Mike, you've got two options here. First of all,



THE JADED GAMER

the Combat View, where both planes are shown on the same screen from a third person viewpoint, each in their exact relative positions in the daylight. This view is a bit tough to learn, but once you've got it down, it's the only way to fly! How let me tell you how Wide Walt and I discovered this exciting, revolutionary camera perspective!

It was a hot day. The Fourth of July was just around the corner and WW and I had just concluded negotiations for explosives with a guy whose back seat was literally full of beautifully illegal fireworks (I don't know what happened that guy, but I'm pretty sure he was either arrested or blown to hell...)

Anyway, Wide Walt had just finished work on a small, but beautifully detailed, model of a Sopwith Camel that just seemed to sleg out 'Take me

to a kill building, stuff me with explosives and watch me fly!' Of course, this was just the song we wanted to hear...

We climbed up to the top of the insurance building next to WW's apartment and began stuffing all the firecrackers we could into the model plane. When we were sure all the fuses were properly synched up, we carried the model to the edge of the building and looked down on the playground, five stories below. Oh, yeah...

'Light her up, Billy!', Wide Walt yelled. I lit a match and nervously touched it to the bunched up fuses. The fuses smoked for about half a second and then started spitting red sparks. 'Launch that sucker!', I yelled, in my best NASA voice.

WW tossed the piece off the side of the building and we both leaned over the

edge to get the best view of its fiery demise. The plane swiftly dropped towards the tarmac below, when suddenly, a miracle happened! A really bad miracle...

A gust of wind caught the little model, which also just happened to be aerodynamically perfect, and pushed it up in a huge loop which ended about, oh, two or three feet in front of our horrified faces - which is where the damn thing exploded...

To this very day, I swear that the little plastic pilot that we'd sent to a fiery demise had an evil little grin on his face, as he and the burning wreckage of his trusty Camel pelted Wide Walt and me with flaming debris.

So now you see why I think the Combat View is pretty realistic and also why I can't play *Aerowings Assault* without whimpering.

you could just get yourself a new Mom who knows how to make a sandwich correctly. Or, if you've gotten somewhat attached to your current Mom, you could just play all your games on your back! Not only does this solve the sandwich problem, but it could bring new insights into old games you've gotten tired of playing. Hope this helps!

IT STINKS!

I was wondering, *Cruisin' USA* kicked ass in the arcade, why did it suck so bad on the N64? Mad Bertinder Bridgeton, MO

FRANK>>> Poor design? Crappy programming? Different hardware - although Nintendo did once claim that the arcade hardware used to make *Cruisin' USA* hardware would be similar to the final N64 technology. This, as it turns out, was completely untrue. The two systems have nothing in common. The same thing was said about *Killer Instinct*.

CHEAP DATE

My Mom told me to write this because she thinks the prices of all the videogame magazines are too high — \$4.99-\$6.99. And do you think you're ripping kids off? P.S. I don't think so... well, maybe just a little bit. Cory Coleman Baltimore, MD

ROGER>>> There are some videogame mags that I do consider a rip off, but since you're

reading *ULTRA GP* I don't think it's necessary for me to mention those publications by name. The good news is that, beginning with the December issue, the CD-RDM version of UGP will go down a dollar to the low, low price of \$5.99. Same great value, new low price! As for your mom, next time she brings up the issue of the cost of our magazine, ask her if she would prefer that you got ripped off to the tune of \$50 to \$80 the next time you buy a game because of the quality of the box art?

HE'S ON A ROLE

I have a couple of questions to ask: 1. When is *Saga Frontier* coming out for Playstation? 2. Are there any plans for a sequel to *Wild Arms* or *Suikoden*? 3. I've heard rumors that Cloud Strife and Aerith from *FF7* might appear in *Final Fantasy Tactics*, is this true? Thanks for the info and please print this. It is vital info for us die hard RPG fans. Jeff Kress Decatur, IL

FRANCESCA>>> Ah, always nice to hear from RPG fans, Jeff. Here's your answers.

1. The only specific on this release is sometime in '98.
2. I'm not sure if there's anything in the works for *Wild Arms*, but I do know that I've heard some rumors about something cooking in Konami's Kitchen regarding *Suikoden*. I hope those rumors are true.
3. Yup, it's true. Both *Cloud* and *Aeris* make cameos in *FF Tactics* as somewhat 'secret' characters. So, any of you *FF7* fans who want to see *Aeris* put back into action, you'll want to check it out for yourself.

Top Left: Is this picture from *Cruisin' USA*, there's a bartender drivin' a Betty Ford... Bacht!

Top Right: Hey Jeff Kress, here's a picture of Aerith, now will you stop buggin' us?

Center: Is a rare shot taken at the UGP offices, Debbie and Erik. Crayoa have evidently ambushed Lisa Crayoa, and they're all talking really fuuay...

Bottom Left: Fuuay, but we always thought *Wild Arms* was about babes la kikiis with Uzis...

Bottom Right: Frank would trade all his Chickena Cookies for just one bladder of haggis!



ASK THE BIG BOYS!

Do you have something to say about a particular game company? Say it to their face! Write up your question and send it to the usual address, c/o Ask The Industry.

JADED GAMER...

While the Jaded Gamer didn't incur any lasting scars in his close brush with the burning model, he still can't watch a fireworks display without screaming 'De plane! De plane!!!'

GAME IDEAS!

Send in Your Ideas to Game Ideas, c/o ULTRA Game Players, 150 North Hill Drive, Brisbane, CA. 94035.

CLICK OFF

I have the perfect game. It's called *Chicken On The Run*. All you have to do is chase chickens all day, like in a bad Jacki Chua flick. If you catch 100 chickens, you win and face a chicken boss who turns out to be your grandfather. (Why have you betrayed me, grandfather?), you scream, as he does his chicken kang fu kick on you. (Because I am chicken myself!!!) William Brandt via E-mail

MIKE To be honest, William, the only reason I put your game idea in here is because I like chicken. I like it fried, baked, stir fried, barbecued or cold. Since I had gone to lunch at KFC only hours earlier, your game idea and a big, greasy, sticky bitch came up at the same time! Coincidence? I think not!

SCREAM!

My game idea is called AAAAAHHHHHHH!!! All you do mainly is scream! Cool, isn't it? Dominic Blanch via E-mail

MIKE WOW, DOMING, THIS IS GREAT! WAAAAHHH! COME ON, EVERYONE! LET'S ALL PLAY DOMING'S GREAT NEW GAME! EEEEEYYYYYAAAAARRGGGHHH! HEY DOM, YOU ARE BRAIN DEAD, AREN'T YOU? WOOOOOHHHHH!!! We thought so... cough...

POE BOY

My game would be called *Edgar Allen Poe*. You travel back in time with a pillow and a year's supply of jalapeños. You find all the great poets, authors, and playwrights. Then you pop a jalapeño into your canine companion and let him go postal on all those freaks you gotta learn about in ninth grade English. Take that, Shakespeare! Eat lead, Longfellow! Eat mine, Melville! Oh, the possibilities... Bill Kuehrle Maspeeth, NY

MIKE Well, Bill, it looks like you've got the big winner idea of the month here, and not just because we have the same first name (really... jf by the way, what end of pillow do you pop that jalapeño into?

SAY CHEESE!

Hey Mike, I'd like to say that the Vikings suck! The Packers are going all the way again this year! Woohoo! By the way, how does it feel to love a team whose starting QB wouldn't even make a second string with the champs? Oh yeah, about beating up the rest of the NFL with your beloved Vikes in *Gameday '98*, the Packers kicked your ass in *Gameday '97* and they'll do it again this time around. I'll look for you from the top of the mountain, but I don't think I can see that far. P.S. Bring on the polygamous cheese-heads!

Paul Kroenke
Riverside, IL

MIKE>>> Another misguided, misplaced Packer fan. Shouldn't you be cheering (or should I say jeering) Chicago's very own Bears? As for your Packers being better than my beloved Vikings,

the numbers don't lie. In the last four years, we've beaten the Packers five out of eight times, including four in a row in the Metrodome. Also, my Vikings are a game up on the cheesebongs in the standings and looking to win the NFC Central and the Super Bowl. You heard it here first, the Vikes WILL win it all.

NO BRAINER

I am extremely offended at the way Capcom portrays zombies. I happen to be a zombie. To you, we are mindless freaks who have nothing better to do than eat people. In actuality, we came out of hiding to talk peace, but all we can say is 'Ohhh' before you put a bullet in our heads! We demand a stop to this! Well, I have to go now. Chris is shooting my friend. Let me see if I can ask them to keep it quiet... James 'Zombie' Crockett Zombieland



Contrary to what this picture shows, we do NOT play Craps or gamble here at UGPI. We're, uh... in a huddle... yeah, that's it...

BILL>>> You know, James, you're right! It's a shame that our undead brothers are treated so shabbily by the breathing part of our population. Zombies have rights, too, damn it! Let's all stop boarding up our houses, put down our shotguns and torches and join the March for Zombie Rights! By the way, James asks if all us breathers could shave our heads before we start marching. Something about hairy teeth...

GO POSTAL!

I'm really mad! How come that spider in your last issue gets an issue each day? I only get one each month, and since when has a spider had a mailbox? Anyway, would you guys ask Sony if they will release *Shadowrun* for the Playstation? Can you put vehicles in *FF7*? If this letter doesn't get printed, I'll send Sootie the Street Samurai to rough ya up! Shadowboy Asheville, NC

FRANK>>> It doesn't have a mailbox, it has a huge web that it uses to trap postal workers. That's the real reason they're always mad. No word on *Shadowrun* for the PS, but don't necessarily rule it out. After all, *Ogre Battle* is on the PlayStation now, so that sheds a little hope on your situation. And no, you can't buy any vehicles in *FF7*.

THE FAN

I have a few questions to ask you guys.
1. Will *PGA Tour 98* by EA Sports

THE FAN SITE OF THE MONTH

<http://members.aol.com/OKTOWN510/finalfantasy7/index.html>

With the teary-eyed closing of Ike Sato's legendary *FFVII* homepage on the Dragonfire server, we've been hardpressed to find another site with as much flair and insight into the Squaresoft game. *Oaktown's Final Fantasy VII* Fortress looks like it

may be a good contender in the upcoming months. With sharp, clean design to his pages and a fully animated movie of the *FFVII* television commercial, this page definitely is an eye-catching piece of pure graphic candy.

Sparse in graphics,

but nicely packed with info on the game, the site allows you to link up to FAQs on the game as well as past game-related questions on a bulletin board and learn more about *FFVII*'s characters and storyline.

1 This site offers some goodies on the sequel to *FFVII*.
2 *Oaktown* includes some comprehensive character bios and great pics.
3 It's even got stuff on the bad guys!
4 Link up to message boards and post inquiries and questions about the game.



have Tiger Woods?

2. Why doesn't *Triple Play 98* (also by EA Sports) have Dion Sanders on the Reds? It does, however, have Frank Thomas and Ken Griffey Jr. even though they have contracts for their own games.

3. Will EA Sports ever make a sports game for the N64 (*NBA Live*, *TriplePlay* or *Madden*)? If so when?

4. In the future will there ever be a memory card, etc. for the PlayStation for updated rosters on sports games?

Justin Freibrun
Saugus, CA

MIKE>>> 1. No, it doesn't, but rumor has it that EA is close to signing a deal with Tiger for a different game.

2. Because at the time the game was finished, Deion hadn't decided to play baseball again. He'll certainly be in next year's game.

3. Yes, *Madden 64* is out right now and *NBA Live*, *Triple Play*, etc. are on the way.

4. No. It doesn't make sense for game developers to spend the time updating rosters when they can make a whole new version of the game and sell it for much more.

BIRTH CONTROL

Dear Bill, I wrote to ask you if you print handwritten letters. I hope you don't require that people type their letters, because I'm too busy buying PlayStation, Saturn, and N64 games to buy a nasty old typewriter. (Maybe you could send me a free one?). I liked *The Jaded Gamer* about games based on Home

Movies. It was hysterical. Keep up the good work.

P.S. If my ex was the only Green Man and I was Allred, what color would our babies be if we decide to have some (God forbid)?

Cheryl 'Wingnut' Allred,
Way Out There

BILL>>> Why, sure, Cheryl, I'll print and even read a hand written letter. Heck, I've even had to read a few of those letters made by cutting individual letters out of magazines! But let's answer your question. For those of you not 'in the know', the Green Man is a kind of Celtic omen of evil, a bringer of bad news, a very powerful, malevolent earth spirit, while a wingnut is a fastener with two blades to facilitate use. These are the facts. If it is also a fact that these two folks are planning on having children, I think it's safe to say that we now know where all those Willie Nelson fans are coming from. Hey, Cheryl, can you say "trailer park"?

NO LIFE

I've devised a special playing

system for *FFVII*: Make no contact with other life forms. If there is NO ISOLATION AREA, refer to this method:

1. Move the television and PlayStation into the bathroom.
2. Move the refrigerator in the bathroom, also.
3. Sit on the, uh... seat (lift up your legs or they get numb).

Using this method, you can relieve all bodily functions easily, except sleep, but who needs that?

Pat Connors
Eagle River, WI

BILL>>> Wow, Pat, that's one sure fire system! And don't worry! Anyone dumb enough to come up with this idea won't be allowed to reproduce anyway!

Top Left: Hey Justin, there's no Neon Deion here in *Triple Play '98*. Sorry about that...

Top Right: Spiders get this special webbed issue. It doesn't have a CD, but it comes with plenty of free files!

Center: Zombies have rights, too, like the right to eat everyone who can't run fast...

Bottom Left: Mike Salmon was a stand in for the footballs used in *Madden 64*!

Bottom Right: Hey gang! Now you can play *FF7* sitting on the john! We can't wait to try it!!



SURFED ANY GOOD WEB SITES LATELY?

Drop us an e-mail with the URL. If we feel that it goes above and beyond the call of duty, we'll feature the page in a future issue!

GAME IDEAS...

That's right, gang, the Game Ideas column is back! We're still trying to figure out what we can give to the winners, though. Hey, how about a nice 8 X 10 glossy autographed picture of Bill? And second prize could be two of the damn things...

SPORTSLINE

You know, it's months like this that make being a games journalist tough. Sure, the fame, notoriety, and endless string of women are nice, but when I have to sit down and rate four very good hockey games, it is anything but easy. The most competitive sport in the videogame field is hockey, and this year there are four games all worthy in their own right. In the following pages, I will try and let you know which games I deem to be the best. Again, personal preferences are important in deciding which game you should buy, so please read the reviews to determine what type of hockey game best suits your needs.

As if that wasn't trouble enough, I had to figure out which N64 gridiron game is king (although neither can match *Gameday*). I also got a chance to see the next wave of hoops games, and I'm telling you that this batch is much improved from last year and I'm getting very excited. Enjoy these seven packed pages of sporting goodness and remember, I'll be back next month with a look at all the year's games and systems, in what has to be considered the ultimate sports game buyer's guide, or something.

Mike Salmon

MSalmon@gameplayers.com

NBA IN THE ZONE '98



The crisp hi-res graphics are even clearer than last year.

- **SYS.** PLAYSTATION, N64
- **PUB.** KONAMI
- **DEV.** KONAMI
- **REL. DATE.** DECEMBER

One of the most improved sports franchises of the year was *In The Zone 2*, which built on the original and added superior looks, play mechanics, and features. However, it was still far from perfect, lacking any sort of one-player game. This year, the Japanese developers hope to continue the improvement and make one of the best hoops games ever.

At the Tokyo Game Show, UGP correspondents got a chance to sit down with the creators of the game and ask them what can be expected of *ITZ '98*. According to the games producer, "In The Zone '98 is going to focus much more on realism and stats, as well as improving the gameplay from last year". From what I've seen so far, everything appears to be in place. The astounding graphics of last year's game have gotten even better, with more detail in each individual player. Another key addition is that each player is going to more accurately reflect their real life counterpart, whether it be the type of shots taken or the types of dunks thrown down. The developers also commented that they are instituting new offensive and defensive AI, which will make the game play more like real basketball.

I've yet to play the game, but *ITZ '98* could very well maintain its place on top of the hoops world. However, there are some challengers that could be ready to step up.

All the real NBA players don the proper uniforms and are your minions in the ultimate battle.

In The N64!

A completely different team of developers is working on the N64 version of *ITZ* and, while the graphics are looking sharp, there is some concern over the depth of the game. The developers aren't focusing on stats or simulation, instead they are trying to make an arcade style basketball game. It's still too early to tell, but any b-ball on the N64 is better than none.



The blurry N64 graphics don't compare favorably with the much sharper PlayStation game, but the N64 game is further from being done.



Look out below! High-flying jumps are still a major part of the game.



More focus on defense means plenty of chances to pack some shots.



NBA LIVE '98

This year, Live looks to get a life

○○○○○○

- **SYS.** PLAYSTATION
- **PUB.** EA
- **DEV.** EA CANADA
- **REL. DATE.** DECEMBER

The series that was once the best basketball game on the market has spent the last couple of years trying to find itself. The same slippery control, porous AI, and inexplicable shoves that were acceptable on the Genesis, just haven't cut it on the PlayStation. To that end, the developers at EA Canada are attempting to rebuild the series with advances in gameplay. The most notable change in *Live '98* is that the control is going back into the players' hands. Instead of merely watching players perform fancy passes and dunks, gamers are now allowed to make the moves themselves. There are still remnants of earlier *Live*'s in the

version I've been playing, but already the game is much better than '97. The key is that the game has regained the speed it lost last year and taken away some of the slippery control. It's still way too early to make any forecasts about this wave of basketball games, but *Live*, *Shoot Out*, and *In The Zone* are all vastly improved, which is nothing but good to us.



New to *Live* this year are the player faces, but some of them are very disturbing.

1 Creating players can be quite hysterical with the crazy combinations, it's kind of like a virtual Mr. Potato Head. 2 The dunks and animations have improved dramatically. 3 For some weird reason, these guys keep bouncing the ball on the floor.



NBA SHOOT OUT '98

Most ambitious b-ball game of the year?

○○○○○○

- **SYS.** PLAYSTATION
- **PUB.** SONY CE
- **DEV.** SONY INTERACTIVE
- **REL. DATE.** DECEMBER

For the last couple of years, *Shoot Out* has been developed in England (oh, there's a country that knows its hoops), but finally the basketball fanatics in San Diego are getting a shot at making '98. What this means to gamers is an entirely new game engine that should be far superior than anything this series has seen.

Last year, the San Diego team had more input in the game and the result was a very solid basketball game. Now, with a full year to create their own game, I expect much, much more. Key new features are: a momentum meter, which simulates the ups and downs of

an NBA game, and Total Control, which allows the gamers the chance to really get control of the game. In talking with the developers, I agree with all the plans they are making. The idea is to have a great playing basketball game that is simple to control like all the others, then have another layer of depth for advanced gamers to really sink their teeth into. Next month, I'll have the full inside scoop on *Shoot Out '98*.



The new graphics in *Shoot Out* are similar to last year's, but the key difference is going to be how they move.

1 This year, everybody doesn't play like Latrell Sprewell. 2 This shot of Juwan Howard is amazingly real. 3 Seeing how the new Total Control system is implemented is going to be key for *Shoot Out*.



ADDIDAS POWER SOCCER

A bloody good kicking!

- **SYS.** PLAYSTATION
- **PUB.** PSYGNOSIS
- **DEV.** PSYGNOSIS
- **REL. DATE.** JANUARY

The original *Addidas Power Soccer* featured some of the most insane gameplay and arcade style action available. Now the sequel is coming out and it not only doubles the insane action, it also has added loads of extras.

One key addition is a complete players' license for all the national teams as well as 201 top soccer teams in the world, again with all the real players. You can play through a season in the English, German, French, Brazilian, or Japanese leagues. Other new features are 80% more animations, chain combos, and a much more precise control. The game can be played one of two ways, as a

straight soccer sim, or as a kick the opponent in the back of the head arcade affair. Obviously, more time and effort has been placed on the arcade elements of the game, but having the full players' license does help with the sim value.

My early thoughts on *Addidas Power Soccer 2*, are that it's a good, fun two-player game that doesn't have enough simulation features for the soccer purist, but these chain combos could very well be the future of soccer games.



New polygonal graphics feature home and away kits of all the top teams, including my personal fave — Liverpool.

1 Different camera angles allow you to get in close or to get a better view of the field. 2 The violent nature of the game makes for an interesting two-player game. 3 A stunning intro movie sets the pace for the game.



PGA '98

EA regains a stroke in '98

- **SYS.** PLAYSTATION
- **PUB.** ELECTRONIC ARTS
- **DEV.** EA CANADA
- **M.S.R.P.** \$49.99

Finding a good golf game on the console is about as hard as finding my tee shot. This wasn't always the case (you see, I developed a bit of a slice recently), in fact, on the Genesis, *PGA Golf* was a fast-paced enjoyable game. However, *PGA '96* and *'97* were slow as molasses and absolutely no fun to play.

While *PGA '98* doesn't do anything to advance the way golf games are played, it does do a good job of returning some speed and fun to a dying series. The load times have been cut in half, meaning it doesn't take a whole weekend to play 18 holes. Another key

addition is having five real courses to play. Including Pebble Beach and Bay Hill. This, along with the ability to play as one of 14 real pros, adds to the feeling of being on the PGA Tour. The graphics are still underwhelming, but better ball physics and more forgiving control make *PGA '98* the best console golf game of the year. But those who really enjoy golf games should get a PC and a copy of *Links LS*.

For the time being, *PGA '98* is the best golf available on the Playstation.

1 All 14 pro golfers have their own swings in the game. 2 The easy to use swing interface has returned and is easier to master this time.



AUDIO & VIDEO

GAMEPLAY

SPECIAL

GRAPHICS	6	BALANCE	7	INNOVATION	5
SOUND EFFECTS	7	DEPTH	9	EXTRAS	6
MUSIC	6	INTERACTION	7	PRESENTATION	9

7.1



NTSC U/C

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SONY

COMPUTER
ENTERTAINMENT

QUARTERBACK CLUB 64

Is the NFL license enough?

- **SYS.** NINTENDO 64
- **PUB.** ACCLAIM
- **DEV.** IQUANA
- **M.S.R.P.** \$59.99

Well, I have been shamelessly hyping *QBC 64* since the first day I saw the game, and no one was more disappointed than me when I started reviewing the game. Who can blame me? I wanted to play the perfect football game, yet when playing the game, I realized there were still things missing.

My main complaint with *QBC 64* is the speed of play and the detached feeling of the game. The frame-rate is solid, but the players move at a very slow pace and some of the animation just isn't right. Once I got used to the slower play, I realized that the game has

some good AI and play, but I could never get used to the slow pace. Another problem is that the play seems to turn out very similar whether you control the players or not. This is mostly the case on defense, where the AI seems to do too much of the work and the player isn't allowed to make a significant impact.

Neither of the N64 football games lived up to my heightened expectations, but considering this is a first pass on the system, they didn't turn out too bad.

1 *QBC 64* takes the best screen-shots of any game available. **2** *QBC* is the only N64 game with real teams, logos, and team colors.



AUDIO & VIDEO

GAMEPLAY

SPECIAL

GRAPHICS	8	BALANCE	5	INNOVATION	6
SOUND EFFECTS	9	DEPTH	7	EXTRAS	7
MUSIC	8	INTERACTION	6	PRESENTATION	9

7.0

MADDEN 64

Same game, different package

- **SYS.** NINTENDO 64
- **PUB.** ELECTRONIC ARTS
- **DEV.** THUNDER
- **M.S.R.P.** \$59.99

Essentially, *Madden 64* is the same exact game as *Madden '98*, with the exception that the players are polygons. However, without the NFL license, there are no logos or real jerseys. And more importantly, the 3D space is not properly used. *Madden 64* plays and feels just like a sprite game. To some that may be considered good, after all, most of you are used to the slippery, fast-paced *Madden* gameplay. However, a more precise game like *Gameday '98* should be the ultimate goal.

There are two reasons why I don't think *Madden 64* is even as good as its PlayStation

counterpart. Number one is obvious. Without an NFL license, you have to play as a team that doesn't even have the right colors. Number two is the horrendous combination of the traditional slippery control and the slippery analog stick, which results in a game that can be frustrating.

Even with these problems, *Madden 64* is the better of the two N64 games, simply because of the speed. However, some players may actually prefer *QBC* because of the tighter control. The choice is up to you.

1 The yellow helmets on the Vikings brought tears to my eyes. **2** The player models look more like football players than those in *QBC*.



AUDIO & VIDEO

GAMEPLAY

SPECIAL

GRAPHICS	9	BALANCE	7	INNOVATION	5
SOUND EFFECTS	8	DEPTH	9	EXTRAS	5
MUSIC	7	INTERACTION	7	PRESENTATION	7

7.6

JIMMY JOHNSON VR FOOTBALL '98

Better than last year just isn't enough

- **SYS.** PLAYSTATION
- **PUB.** INTERPLAY
- **DEV.** PAXIDE CELL
- **M.S.R.P.** \$49.99

Of all the sports genres, football could be the toughest one for a new game to crack. After all, the excellence of *Gameday '98* is anything but easy to overtake. *VR Football* is certainly no match for the amazing graphics, speed, or control in *Gameday '98*, but it does do some things that no other football game does.

The biggest selling point in *VR Football* is the play-editor, which allows arm-chair quarterbacks a chance to design and run their own plays. For this feature alone, I will continue to play around with *VR Football*, just to prepare myself for a tenure as the Minnesota

Viking offensive coordinator. However, once on the field, *VR Football* can't compare with *Madden* or *Gameday*. The sprite-based players and polygonal stadiums aren't up to par with any of the competition. The speed of play doesn't compare favorably, either. It's not that *VR Football* is a bad playing game, it's just not quite up to par with the big boys.

The play-editor is a feature I wish every game had, but for next year, *VR Football* needs to catch up in the gameplay and graphics department to have a chance.

1 Designing plays is a real joy... 2 ...but putting them in action against the hapless Saints is where the real fun begins.



AUDIO & VIDEO

GAMEPLAY

SPECIAL

GRAPHICS	b	BALANCE	b	INNOVATION	8
SOUND EFFECTS	b	DEPTH	7	EXTRAS	5
MUSIC	b	INTERACTION	7	PRESENTATION	10

6.6

NHL BREAKAWAY '98

A credible first effort, but...

- **SYS.** PLAYSTATION
- **PUB.** ACCLAIM
- **DEV.** SCULPTURED
- **M.S.R.P.** \$49.99

While *Breakaway '98* isn't the best hockey game out this year, it must be said that Acclaim and Sculptured have definitely made an impact with their first-ever hockey game.

Going up against established series like *NHL*, *NHL Face Off*, and *Powerplay* is a daunting task indeed. These companies have been fine-tuning their games for years, while *Breakaway '98* is in its first incarnation. The graphics are gorgeous, with texture-mapped polygonal players and stunning animation, but the competition is just a little sharper. The play is fast, frenzied, and frantic, but the com-

petition has a slightly better pace. In fact, the speed of *Breakaway* is actually a problem because everything happens so fast you're often left wondering 'Did I just score?'

And how did I score? The momentum-based checking is a thrilling new feature, and the seasonal points are a splendid idea to keep season play fresh, yet still it wasn't quite enough.

Overall, *Breakaway '98* is a very good hockey game, but with the crowded field of competition, it doesn't quite make the cut.

1 Wild momentum-based checks are liable to leave teeth on the ice. 2 Names, numbers, and uniforms on all the players look great.



AUDIO & VIDEO

GAMEPLAY

SPECIAL

GRAPHICS	8	BALANCE	7	INNOVATION	9
SOUND EFFECTS	8	DEPTH	10	EXTRAS	7
MUSIC	8	INTERACTION	8	PRESENTATION	10

8.2

NHL '98



No longer skating on past success



- **SYS.** PLAYSTATION
- **PUB.** ELECTRONIC ARTS
- **DEV.** EA CANADA
- **M.S.R.P.** 649.99



You know, in all four major sports, Sony and EA go head-to-head to see which one can produce the best game. Last year, I gave *Face Off* a slight edge over *NHL* due to better and faster gameplay. However, all that changed when EA decided to let EA Canada work on the PlayStation version of *NHL '98*. Last year, the PC version wowed the industry and consumers with a top-notch look and play. Now the PlayStation version has finally surpassed the competition.

The graphics and presentation in *NHL '98* are easily superior to any other game available, but the most important element is the return of the gameplay.

For the last couple of years, the series has been slowed down or just plain not released, but this year *NHL* is exactly what I expected. It's got easy to control intuitive gameplay that just feels right.

Vital to any hockey game is controlling the shot on net, and until *NHL '98*, there hasn't



The goalies are tougher than ever, but that old one-on-one deke is still the best way to beat 'em.

The players faces look great, it's just too bad they are all the same face.

been a 32-bit hockey game that has come close to doing it right. When you

square up for a slap-shot on goal in *NHL '98*, you can really tell where you're shooting the puck. There are still flaws in the gameplay, like the frequency of checks, but this is a problem with all of the current hockey games.

What elevates *NHL '98* to the next level is the way the game is presented. Whenever there is a short break in the action, dramatic camera angles and timely stats give the player a feeling that they are really playing in a big game. Key to the whole picture are the amazing sound effects that really immerse the player into the game. Picking a winner in hockey was not an easy choice this year, but in the end, the game I wanted to play at home was *NHL '98*.



1-2 The one-timer is finally back in its pure form, with ultimate control and speed.

3-4 The checks are vicious, albeit a bit too frequent.



Cutting away to different camera angles, flashing up stats, and watching the players pound their fist in the penalty box is the perfect break in the action.



Signature moves add a bit of flair for the star players in the game.

AUDIO & VIDEO

GAMEPLAY

SPECIAL

GRAPHICS	10	BALANCE	6	INNOVATION	7
SOUND EFFECTS	10	DEPTH	9	EXTRAS	10
MUSIC	10	INTERACTION	8	PRESENTATION	10

9.0

Source Code 10953

2006-4-0013

NHL FACE OFF '98

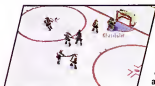
Sometimes a great game just misses...

● **SYS.** PLAYSTATION

● **PUB.** SONY CE

● **DEV.** KILLER GAMES

● **M.S.R.P.** \$49.99



The animations in *Face Off* are exceptional, even the jerseys on the players move.



1-3 Working the icon-passing to perfection is like watching a finely tuned hockey machine. 4 The fighting in *Face Off* is the best around, if that's important.

Just last year, *Face Off* was PlayStation hockey game of the year, and for '98, the game has done nothing but improve. Yet, I am giving the nod to *NHL '98* this season. Why? It's not because EA offered me loads of cash or because I just don't like the developers for *Face Off* (neither of these could be farther from the truth), it's because I just enjoyed playing *NHL '98* a little bit more.

I remind you again that this is a personal choice. To help you with your decision, I will simply present the facts (as I see them) about the two games and you can decide which game is right for you.

The polygonal players in *Face Off* are spot on, but aren't quite as detailed and smooth as those in *NHL '98*. However, the animations and individual player control in *Face Off* are much better than those in *NHL*. *Face Off* features icon-passing and a precise offensive attack.



The precise control in *Face Off* is aided by moves like the hockey stop.

None of the camera angles offer a playable perspective. A zooming camera would be nice.

However, the exact precision that icon-passing takes some of the responsibility

of setting up the plays out of your hands. I personally like the challenge of trying to do it all myself. As far as features, stats, and strategy, both *Face Off* and *NHL* are dead even. To me one of the biggest problems with *Face Off* is, and always has been, the sound. While it may not seem very important, it is crucial in setting an environment for the game. What keeps *Face Off* from being the best is exactly what makes *Gameday* the best football game. Every play involves the player and makes them care about the outcome in *Gameday*. Unfortunately, *Face Off* seems to be lacking some of that life. Still, *Face Off* is an excellent hockey game and one I'll still be playing at home, just not as often as *NHL '98*.



The hip checks are vicious and often send players flying to the ice.



The fast front-end gets you right into the game and makes playing through a season very painless.

AUDIO & VIDEO

GAMEPLAY

SPECIAL

GRAPHICS	9	BALANCE	10	INNOVATION	6
SOUND EFFECTS	8	DEPTH	9	EXTRAS	6
MUSIC	6	INTERACTION	8	PRESENTATION	10

8.5

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ON THE WAY

hot new games

DECEMBER

Nintendo 64

Bomberman 64 - Nintendo
 FIFA '98 - Electronic Arts
 NBA in the Zone '98 - Konami
 NBA Jam '98 - Acclaim
 Quake 64 - Midway Home Ent.

PlayStation

Alundra - Working Designs
 Auto Destruct - Electronic Arts
 Batman & Robin - Acclaim
 ClayFighter Extreme - Interplay
 Constructor - Acclaim
 Dirt Race Extreme - Accolade
 Fighting Force
 - EIDOS Interactive
 March Madness '98
 - Electronic Arts
 NBA in the Zone '98 - Konami
 NBA Jam '98 - Acclaim
 NBA Shootout '98 - Sony CE
 Populous - Electronic Arts
 Red Asphalt - Interplay
 Skull Monkeys - Electronic Arts
 Spawn - Sony CE
 Tomb Raider 2
 - EIDOS Interactive
 Youngblood - GT Interactive

Saturn

Lunar: Silver Star Story
 - Working Designs
 NHL '98 - Electronic Arts
 Sega Touring Car Championship
 - Sega

PC

Angel (Win 95) - GT Interactive
 Army Men (Win 95)
 - Studio 3DD
 Battle Tech: Mech Commander
 - Microprose
 Blade Runner (Win 95)
 - Virgin Interactive
 Daikatana - EIDOS Interactive
 Dark Vengeance (Win 95)
 - Realtime Bytes
 Deathtrap Dungeon (Win 95)
 - EIDOS Interactive

Die By The Sword (Win 95)
 - Interplay
 Duke Nukem Forever
 - GT Interactive
 Final Fantasy VII (Win 95)
 - SquareSoft
 Flight Squadron (Win 95)
 - Activision
 Hardball 6 (Win 95) - Accolade
 Incredible Idiots In Space
 (Win 95) - ASC Games
 Laser Combat (Win 95)
 - MegaMedia Corp.
 Last Bronx - Sega
 Mantra - Electronic Arts
 MechWarrior 3 (Win 95)
 - Microprose
 RedLine (Win 95) - Accolade
 Revenant (Win 95)
 - EIDOS Interactive
 Shadows Of The Empire
 (Win 95) - LucasArts
 Shanghai Dynasty (Win 95)
 - Activision
 Space Quest Collection 2
 (Win 95) - Sierra
 Take No Prisoners
 (Win 95) - Broderbund
 TNN 3rd Annual Bass
 Tournament (Win 95)
 - ASC Games
 TNN Motorsports: Hardcore 2
 (Win 95) - ASC Games
 Ultima IX: Ascension (Win 95)
 - Origin
 Unreal Level Editor (Win 95)
 - GT Interactive
 War Heads (Win 95) - Ionos
 Wheel of Time (Win 95)
 - Legend
 Zhukov's Campaigns (Win 95)
 - Arsenal Publishing

JANUARY

Nintendo 64

Banjo Kazooie - Nintendo
 Forsaken 64 - Acclaim
 Freak Boy - Virgin
 Mystical Ninja - Konami
 Nagano Olympics - Konami

NBA Fastbreak 64
 - Midway Home Ent.
 NHL Breakaway '98 - Acclaim
 Tonic Trouble - Ubisoft

PlayStation

Blasto - Sony CE
 Cardinal Syn - Sony CE
 ClayFighter Extreme - Interplay
 Dead or Alive - Tecmo
 Deathtrap Dungeon
 - EIDOS Interactive
 Exodus - Sony CE
 F1 Lankhorn - EIDOS Interactive
 Jack Nicklaus Golf - Accolade
 Joe Blow - Sir Tech
 Lands of Lore - Virgin
 Nagano Olympics - Konami
 NBA Jam '98 - Acclaim
 NCAA All American Football
 - Psygnosis
 Power Soccer 2 - Psygnosis
 Powerboat Racing - Interplay
 Rayman 2 - Ubi Soft
 ReBoot - Electronic Arts
 Road Rash 3D - Electronic Arts
 Shadow Master - Psygnosis
 Tecmo Super Bowl 2 - Tecmo
 VIVID Racing - Ubi Soft
 Wild 9 - Interplay
 Wild Aninimlympics
 - Titus Software

Saturn

Dead or Alive - Tecmo
 Rayman 2 - Ubi Soft
 Wild Aninimlympics
 - Titus Software

PC

Adrenix (Win 95)
 - Playmates Int. Ent.
 Beast Wars (Win 95)
 - Hasbro Interactive
 Black Dahlia (Win 95)
 - Mindscape
 Delirium - Interplay
 H.E.D.Z. (Win 95)
 - Hasbro Interactive
 Hidden Wars (Win 95)
 - Panasonic Interactive

HyperWar (Win 95) - Ignite
 Joe Blow - Sir Tech
 Journeyman Project 3
 - Broderbund
 Poisoned Pawn (Win 95)
 - Access Software
 Rebellion (Win 95)
 - LucasArts
 Redneck Rampage Levels
 - Interplay
 Resurrection Earth (Win 95)
 - Ignite
 Sony (Win 95)
 - Hasbro Interactive
 Space Quest Collection 2
 - Sierra
 Starship Titanic (Win 95)
 - Simon & Schuster
 Tales from the Crypt
 (Win 95) - Ignite
 The Elder Scrolls II:
 Morrowind (Win 95)
 - Bethesda Soft

FEBRUARY

Nintendo 64

Battle Dancer 64 - Konami

PlayStation

Apocalypse - Activision
 Forsaken - Acclaim Ent.
 Heavy Gear - Activision
 Mega Man Neo - Capcom
 Pitfall 3D - Activision
 Rascal - Psygnosis
 TNN Bass Fishing '97
 - ASC Games

PC

Dark Reign Mission Pack 1
 (Win 95) - Activision
 Forsaken - Acclaim Ent.
 Might & Magic VI (Win 95)
 - The 3DD Company
 Terra Victoris (Win 95)
 - Panasonic Interactive
 X-Fire (Win 95) - Sir Tech



Saturn



PlayStation



Nintendo 64



PC

**Note: All release dates are subject to change at any time*

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SWORD FIGHT,
REAL SAMURAI
YOU'D DO IN A
ALL THE THINGS
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RATED

this month's top picks

Hey, we realize that even though we have to show up for each and every issue, some of you out there don't feel the same way. We know that some months are tough, and that you don't always have the extra cash to shell out for the latest issue of *ULTRA GP*. Don't fret! These pages fill you in on all of the games you missed. Just don't worry about us, slaving away each and every month. It's OK.

ultimate award

When a game is really good, we give it our *ULTRA Award*. We don't hand these things out to just any game — it's got to get past the most grueling review system in the biz and still come through with at least a 9.0 rating. That ain't easy! Recent *ULTRA Award* winners are shown below with a special red number. Don't miss out on these games!!!



It's total war on the land, on the sea and in the air with *Total Annihilation*!

TOTAL ANNIHILATION Players: 1-16	
PC CD-ROM	GT Interactive
\$49.95	GENRE: strategy

- 9.2** *ACE COMBAT 2* • Issue # 100
- 7.0** *ALBERT ODYSSEY* • Issue # 101
- 6.9** *ALL STAR BASEBALL '97* • Issue # 99
- 8.0** *ATOMIC BOMBERMAN* • Issue # 101
- 6.9** *BALLBLAZER CHAMPIONS* • Issue # 98
- 7.0** *BATTLE ARENA TOSHINDEN 3* • Issue # 98
- 7.9** *BRAMMA FORCE* • Issue # 98
- 3.1** *BRAVO AIR RACE* • Issue # 102

- 7.9** *BROKEN HELIX* • Issue # 99
- 9.1** *BUSSHIDO BLADE* • Issue # 103
- 8.5** *C&C RED ALERT* • Issue # 99
- 9.1** *CARMAGEDDON* • Issue # 100
- 8.7** *CASTLEVANIA* • Issue # 103
- 4.6** *CLAYFIGHTER 63 13* • Issue # 103
- 8.3** *CLOCK TOWER* • Issue # 103
- 8.2** *COMANCHE 3* • Issue # 99
- 8.6** *CROC* • Issue # 102
- 5.4** *DARKLIGHT CONFLICT* • Issue # 102
- 7.0** *DISCWORLD 2* • Issue # 101
- 7.9** *DUKE NUKEM 64* • Issue # 103
- 8.3** *DRAGON WARRIORS* • Issue # 101

1	Total Annihilation	PC	Rating: 9.6
2	Colony Wars	PS	Rating: 9.5
3	Resident Evil: DC	PS	Rating: 9.5
4	Jedi Knight	PC	Rating: 9.4
5	Diddy Kong Racing	Wii	Rating: 9.0

7.0 EXTREME AGGRAVATION

• Issue # 102

7.3 F-1 POLE POSITION

• Issue # 102

4.8 FANTASTIC 4

• Issue # 102

7.5 FELONY 11-79

• Issue # 102

5.7 FIFA 67

• Issue # 98

9.7 FINAL FANTASY VII

• Issue # 102

9.1 GOLDENITE

• Issue # 102

7.9 GRAND TOUR RACING '98

• Issue # 102

6.6 HERC'S ADVENTURE

• Issue # 102

7.2 HERCULES

• Issue # 102

9.1 IF-82

• Issue # 102

8.4 MYKE ABRAMS

• Issue # 98

9.5 INT. SUPERSTAR SOCCER

• Issue # 99

8.5 LOSE YOUR MARBLES

• Issue # 103

4.6 LETHAL ENFORCERS 1 & 2

• Issue # 100

6.3 MACE: THE DARK AGE

• Issue # 103

7.3 MACHINE HUNTER

• Issue # 100

7.7 MADDEN '98

• Issue # 103

7.8 MAGIC: THE GATHERING

• Issue # 98

7.9 MANX TT

• Issue # 101

6.9 MAXIMUM FORCE

• Issue # 103

6.4 MEGA MAN X7

• Issue # 103

7.8 MLB '98

• Issue # 102

9.7 MOTO RACER

• Issue # 101

8.2 MULTI RACING CHAMPIONSHIP

• Issue # 103

6.0 NAMCO MUSEUM VOL. 1

• Issue # 99

6.5 NARCAR '98

• Issue # 103

8.0 NCAA FOOTBALL '98

• Issue # 102

6.4 NFL GAMEDAY '98

• Issue # 103

8.5 NHL POWERPLAY '98

• Issue # 101

8.4 NUCLEAR STRIKE

• Issue # 103

7.8 ODDWORLD: ABE'S ODDTSEE

• Issue # 103

6.4 OGRE BATTLE

• Issue # 101

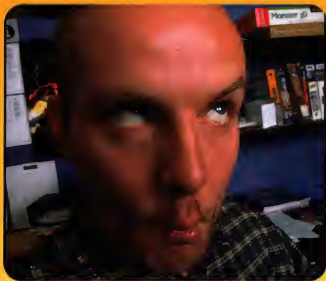
9.0 PARAPPA THE RAPPER

• Issue # 100

7.3 PEAK PERFORMANCE

• Issue # 99

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NINTENDO 64



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